Example: The first tile placed receives a red coin, the second tile placed receives a green coin, the third tile a blue coin, and the fourth a black coin. Then the process repeats, with the fifth tile receiving a red coin and so on until all the coins are placed.

The coins represent raw materials or goods (freight) to be shipped, with the color corresponding to the player who may ship it.

Place the four pawns on their color-matched ace tiles. The pawns indicate the current four shipping hubs.

Place the four dice, suit icon up (die orientation has no effect on game play; the suit icons just identify player ownership), on their color-matched null tiles. The dice represent Commerce Department officials over whom players have influence. A player's official can streamline shipping for the player while complicating it for competitors.

Turn all the dominoes over and shuffle them, forming a draw pool. Dominoes represent

Print out the scoring track from the end of the rules. Players use the null coins of their color to keep track of their profits on the scoring track. The track has 100 spaces, numbered 1-100, Whenever a player scores, he places his null coin suit side up, onto the numbered space matching his present score. If a player's score exceeds 100, he starts his coin over on the scoring track and at the end of the game adds 100 points to the score indicated by his null coin on the

Object of the Game

Object or the Game Players work to move their freight from its starting tile locations to one of the four shipment hubs. Then, when a major shipment occurs from one of these locations, all players who have freight warehoused there will make a profit. At the end of the game, the player who has reaped the highest profits wins.

Game Play

The red player starts the game and play then moves clockwise around the table. Players start their turns with 8 action points. These may be used to build transport links (place dominoes), move officials (move dice over dominoes and onto or across tiles), and move freight (move coins over dominoes and onto or across tiles). Players are not required to use all of their action points during a turn but action points may not be saved for use during future turns; points not used are lost.

Players earn profits when major shipments occur. These occur at the locations where pawns reside (the shipping hubs) when a sufficient amount of freight has been delivered to them.

Player turns consist of four phases:

- 1) Plan and pay for transport link construction
- Build the paid-for transportation link(s)
- Move officials 4) Move freight

All phases are optional, but actions may only be taken in the order indicated. Once a player has completed all the phases he wishes to and can afford, it is the next player's turn.

 Plan and pay for transport link construction
 Dominoes represent transport network links and players may purchase as many as they can afford each turn. Each link (domino) costs 1 action point. A link is purchased by picking a domino

from the pool of dominoes and turning it over. Late in the game, it is common for the pool of dominoes to become empty, with all the dominoes in use as transport links on the board. When this happens (and only when this happens), a player may remove one domino from the board of the property of the pool of each turn, for a cost of 1 action point. However, not all dominoes are eligible for removing: it must each tain, for a close in "acount point, nowered, not an obtainise are eligated in termining, it may be possible to slide the domino out of the board, in a single straight line, without disturbing any other dominoes or files. Also, the domino may not be holding any pawns, coins, or dice. If there are no dominoes that meet all these criteria, then a domino may not be removed that turn. Dominoes may only be removed from the board at times when the pool is empty.

2) Build the paid-for transportation link(s)
All links paid for in phase 1 must be built in phase 2. To build a link it is placed on the board such that at least one of its ends or half of one of its sides is immediately adjacent to a tile or another domino. There is no cost in action points for placing a link.

Officials are represented by dice. Officials may be moved at a cost of 1 action point per space moved. Each half-domino constitutes 1 space. Tiles moved onto or off of from dominoes also constitute spaces. A tile-to-tile movement is also considered 1 space. When on dominoes, movement may be lengthwise along a domino or sideways from one domino to another. At no time may gaps (where there is no domino or tile) be traversed

4) Move freight
Freight moves differently than officials. Coins represent freight and players in a 4-player game
may only move freight of their own color (suit). Note that, in general, players do not know the
value of the freight they are moving since all freight tokens available for shipment are numbervalue or une neight use; are involving state at neight toxers available to stipping and may not be peeked at. In the 3-player game, players may also move freight of the un-owned suit in addition to moving their own freight. To move freight, an initial cost of 1 action point must be paid, per load of freight moved. Then a pip-stop number must be chosen and paid for. The pip-stop sets the domino pip number and the tile number over which a freight

Example: If the pip-stop is 4, then freight may pass over any number of adjacent half-dominoes until it comes to one with four or more pips; it must stop on that one.

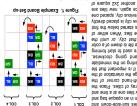
The highest allowable pin-stop number is 6. This means that a freight shipment may never The ingress allowable pip-stop number is 5. In its means that a reight sinpherit may hever pass a 6-pip half-domino and continue on during the same turn but must stop on it. The numbers work in the same fashion as half-domino pip numbers, when passing from a domino onto a tile of from tile to tile. Nut till sea ere counted as zeroes and cases are counted as its. The cost in adorphinos for setting a pip-stop number is equal to the pip-stop number. Note that, even with a pipstop of zero (free), freight may always be moved 1 space. Players may move as much freight as they can afford during a turn. The pip-stop number need only be paid for once and then applies to all freight movement that turn, but an initial cost of 1 action point must be paid for each piece of

No more than one load of freight may be setting on any given half domino at a time. The freight marker covers the pip pattern and a freight-occupied space becomes a 0-pip space for other freight movement and the movement of officials. In other words, a half domino that is holding a load of freight looks like a blank half domino to other freight loads and to officials, but they

City zones (tiles) may hold any number of officials and loads of freight, and the number of the city zone always is the number printed on the tile. Players should try to place pawns, coins, and dice on tiles such that the tile number and suit tick remain visible.

was bigosoft anim from the court colon intent than Bisself maker suit-side-up and shuffle them. Then, without turning them over, distribute them among the tiles, socion per tile, skipping the ace tiles. Place coins on tiles in the same order in which the tiles were alseed striction to not once once tree red enters in the hard. set saide the four null coins. They will be used for score keeping. Turn all the remaining coins

columns, and typically the number of cities will be ten or eleven, occasionally nine or twelve, and only rarely anything else. Figure 1 illustrates the title placement in a typical game setup, in this case there are eleven cities. The separate titles of a multi-tile oily are called oily zones. worn to the right of the first column, which the tiles are all piaced, there will be either three or four lies alto and the service of the ser



pelow the last tile of the previous city, spaced one oue: I be first tile of the new city is placed directly a 2X2 square of tiles until a tile is drawn of a color already represented in that city, or until the present city contains three tiles. When either of these occurs, a new city is lastited below the first one. The first life of the new riv is placed function. supposednent tiles drawn are used to start forming ugur or me mer me, and going clockwise, playing sees. Do not be considered that that alle more than the control of the co first tile in the upper left-hand comer of the place them to form an array of cities. Place the DITE BILL B 16 BILL SHILL WELL SUIDDOLOUR HIGH WILL nuffle them, or place them in an opaque bag and Turn all the piecepack tiles suit-side-down and cor 1

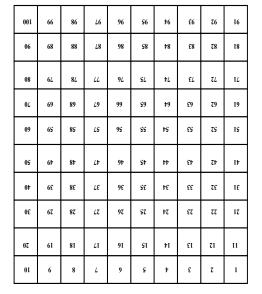
rules. Players must choose their colors before the board is constructed. Each player is represented by a color, red, green, blue, or black. The game for three or four players is described in the body of the rules. A 2-player variant is described at the end of the

affecting markets to their advantage and beating out opponents with critical deliveries esources they control over the developing transportation networks they are helping to build, infrastructure, and shipping raw materials and goods for big profits. Players strive to transport the The time is the late 1800's. Big Industry is booming in America: railroading, mining, timber, and manufacturing. The players represent barons of industry, developing resources, building ntroduction

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These rules may be freely copied and distributed provided the authors are credited or this header

samuuu ne-no Copyright, November 2004 2-4 Players Version 1.6, November 2004, by Stephen and Michael Schoessow A Game For the Precepack and Dominos



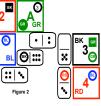
SCORING TRACK

A city zone may only be moved onto or off of from transport links at the location of the suit tick in one corner of the city zone. There is no such rest tick in one corner of the city zone. There is no such restriction regarding movem city zone directly to another. This applies to the movement of both officials and freight.

Figure 2 shows a small portion of a typical board layout, including two cities, during a game. It

Figure 2 shows a small portion of a illustrates the positions of city zone tiles, some transport links, freight, officials, a shipping hub, and so on The small solid-color squares represent dice (commerce officials). The solid green circular spot is the green pawn (a shipping

GR hub). The color outline circles are coins (loads of freight waiting to he moved to shinning hubs). The be moved to shipping hubs). The RD, BL, GR, and BK designations on the tiles indicate tile color (suit), for those who are seeing these instructions in mono-colo and also illustrate the positions of



Example: In figure 2 the red player has a load of freight setting on the transport link just to the left of the red 4 oilty zone. He could move this freight to the shipping, but to the green as city zone for a cost of seven disciplination, and the player of the shipping has been set to provide the player of the shipping has been set to provide the shipping has been set to shipping h

Warehousing, Shipment, and Profits

When freight is moved onto any tile where a pawn resides (i.e., a shipping hub), it is warehoused. Note that freight may pass over a shipping hub to stop somewhere else, but if it ends its movement on a hub, the freight must be warehoused. Freight is warehoused by turning the coin

When the sum of the coin numbers plus the tile number at a shipping hub equals or exceeds 8, shipment from that hub takes place. Normal game play immediately stops and three things occur:

- Players participating in the shipment receive profit points and, in some cases, bonuses
- The hub marker (pawn) is moved to a new location, identifying a new shipment hul
 Shipped freight is redistributed.

All three of these are completed in the order shown before the active player completes his turn (assuming he has action points yet remaining and wishes to use them) or the next player begins

a) Each player receives profit points equal to the coin number plus twice the tile number, for each of his own color coins that are included in the shipment. Many shipments will include freight owned by more than one player, and these players all record their profit points immediately, by appropriately moving their counters on the scoring track. The player who triggered the shipment receives a bonus; his profit is doubled. When a player triggers a shipment at a tile of his own color (suit), he receives an additional bonus of 8 profit points. In the 3-player game, profit points are not recorded for shipment of freight of

the un-owned color.

b) The hub marker is moved to the next higher numbered tile of the same suit.

c) When shipment occurs, the player who triggered it takes one of his coins (player's choice which one if he has more than one coin there), that was part of the shipment, off the winch one in en las more train one on merce, that was part on it in estimates, in the board permanently and it becomes and one point of this for him. This action is mandatory if the shipment contains occur in a ringer of more of his coins. If the shipment contains could occur in a ringer of the coins (as could occur in a ringer of the coins) are could occur in a ringer of the coins (as could occur in a ringer of the coins) and the coins (as could occur in a ringer of the coins) and the coins of the coins throughout the remainder of the game, adding to the number of action points they have available each turn. Chits are always worth 1 action point each. The remaining coins available teach full. Clinis are aways with a decolin point each. The player who triggered the shipment shakes them in his hands (as one would shake dice between closed hands), and then, picking them one at a time randomly out of his fist, distribuses them, suit-side up, to the lower number files of the same suit that the shipping hub was, in descending number order, wrapping if necessary.

Examples: After shipment from an ace hub, all coins are moved to the null tile of the hub suit, since that is the only lower number title of that suit. After shipment from a 2 hub, if there are three coins, they are distributed to the ace and null tiles of the hub suit in the order, ace, null, ace. After a shipment from a 4 hub, if there are three coins, they are distributed to the 3, 2, and ace thest of that suit, i.e. Although the coins are always picked randomly out of the player's fist, he may look at the numbers before placing them. Thus the player doing the redistribution gains a small advantage in knowledge in cases where there is more than one coin of the same suit to be redistributed.

Note: shipments from hubs may be triggered in ways other than by making freight deliveries. This

Sometimes, when the hub indicator pawn is moved, the new tile will already hold one or more loads of freight. These are immediately warehoused by turning the coins number-side-up. If, as a result of this, the sum of the coin numbers plus the tile number already equals or exceeds 8. shipment immediately occurs from the new hub. Profits are recorded the hub marker is once shipment immediately occurs from the new hub. Profits are recorded, the hub marker is once again moved to the next higher numbered tile of the same suit, and the coins are redistributed, all as described in a), b), and c) above. Any bonuses for triggering the shipment in such a case go to the player who triggered the previous shipment. Astute players will anticipate such circumstances and play accordingly

Commerce Officials

The four dice represent four commerce officials. Each official is somewhat corrupt and, as such, shows favor to freight movements of his own suit. When an official is setting on a half-domino, that half-domino becomes a zero (i.e., blank) for freight of his own suit and for all other officials, but it also becomes impassible for freight of all other suits (freight of other suits may not land out it also becomes impossible on irregion the official is in becomes inaccessible to freight of on nor pass the space). In addition, the region the official is in becomes inaccessible to freight of other suits (but not for other officials) unless their own officials are also within that region; other players' fréight may neither pass through nor stop within the region. Thus, a player's official restricts the movement of other players' freight but not of other officials. A region comprises all the half-dominos that could be moved to without crossing a domino centerline or moving onto a tile. The only ways a player may counter this are to build new transport links around the blocked region if necessary, or to move his own official into the blocked region. In the latter case, his freight still may not pass through the particular half-domino space that the other official is setting on but the remainder of the region is no longer blocked.

game. When a second hub maker is taken out of the game, the game is over. The player with the highest total number of profit points wins. track are moved as necessary, and then the hub marker is moved off the board and out of the When shipment is triggered from a hub on a 5 city zone, the profit point counters on the sconng Same End and Winning

link to the south. Then the shaded region would be open to both Green and Black but still not to Red or Blue. The cost to Black for this movement would be 1 action point because his official would have moved one and year highly aneay (Mod. nears). So are a first at 18 block could be seen as a see a seen as a seen as

Figure 3 occupied, and therefore controlled, by access to the snaded region, which is black 3 city zone, because it is denier BD example, Black's freight load setting just to the right of the blue null city zone could not move to the right, toward the ·]::: @] BK 📵

ВК

es alécifile son more de diciéile se décibile son more de l'angle n'ambre de l'angle in more l'accept en la ceste de l'accept en le ceste de la ceste del ceste de la ceste de la ceste del ceste de la ceste de l

Exampler Figure 2 cough ingestion 4 countries to receive a countries of countries and countries of countries and countries of countries and countries of countries and countries of countries out countries of countries of countries of countries of countries out countries out countries of countries out out countries out countries

Example: It a player to as a 2-con warehoused at adopting his and the measen in efficient of all does, the confirmmed between 5 conners a 6-conin. This increases may trigger shipment from the history at a sensor beaut bourseles; the set of t

Officials can not only infloet the opposing players; they can also greate the sided of their players. Where a player's official is moved onto a shipping hib, all of the player's coins are not affected. Obposing player's office and they will be set of the player's coins are not affected.

an official the same suit as the freight load moves into the region. When an official moves into a region containing a space already occupied by an opposing freight load, that freight load is immediately frozen until either the official moves out of the region or until

comments and suggestions regarding rules cianty. clarly, Also, a new scoring track was designed and a more detailed breakdown of author contributions was included. The authors would like to thank Clark Rodelffer for his helpful Judge, the rules were revised (version 1.6, wovember 2004) in humerous minor ways to improve Ship It! Was completed in June 2004 and submitted to the 6" plecepack game design competition and the receiving of comments from the as version 7.3. Following the close of the competition and the receiving of comments from the

> Action point chits: Mike Scoring algorithm: jointly developed and dialed in Studes laxt. Mike Freight distribution and redistribution schemes: Mike Commerce onicial idea; proposed by Sieve; named by Mike; developed Johnly City layout algorithm: Steve Movement mechanic (pip-stop number scheme): Steve Shipping hub re-location system: Mike in the file suit pips of limit ofly access points: Steve City haven't should show Steve. Action point system: Mike, but action costs jointly dialed in during play-testing Lueme development: Mike Vame of the game: Mike General theme outline: Steve same concept and use of dominoes as links: Steve

Hules figures: Steve

the 6" piecepack game design competition, the specific contribution breakdown is listed: Ship It! Was co-designed by Michael and Stephen Schoessow. In accordance with the rules of Author Contribution Breakdown

core is higher than the other player's lower score wins the game. of the game, each player counts only the lower of his two scores. The player whose lower perween the players. Players keep separate scores for the two colors they each play. At the end The 2-player version is very similar to the 4-player game except each player plays two colors. Action point chifs may not be shared between the colors. Turn order is such that turns alternate.