

## Example - Blue Riband



In phase 2, green returns 1 contract to place 1 coal on the Arizona.

## Coal

Carry out these two steps:

- Buy one coal pier:** You may take one coal pier from the common supply. Place it on the topmost empty spot of the matching column on your player board. If this spot has a listed cost, pay it to the bank. In this case (to the right) it is £30. If the column is already full, you can take a trade token for the column in which you have the fewest, pay the listed cost to the bank, if any.

**2. Load coal:** First, take as many coals from the common supply as you have coal icons on your player board. In the case above, you take 4 coal (as you also count the coal pier that you just bought). **Distribute this coal evenly** amongst your steamships on game board, adhere to these rules:

- As long as there are steamships of yours without coal, no steamship can load a second coal; As long as there are steamships of yours that only have 1 coal, no ship can load a third coal.
- No steamship can have more than 3 coals. If you have more coal than legally placable, it is lost.

## House

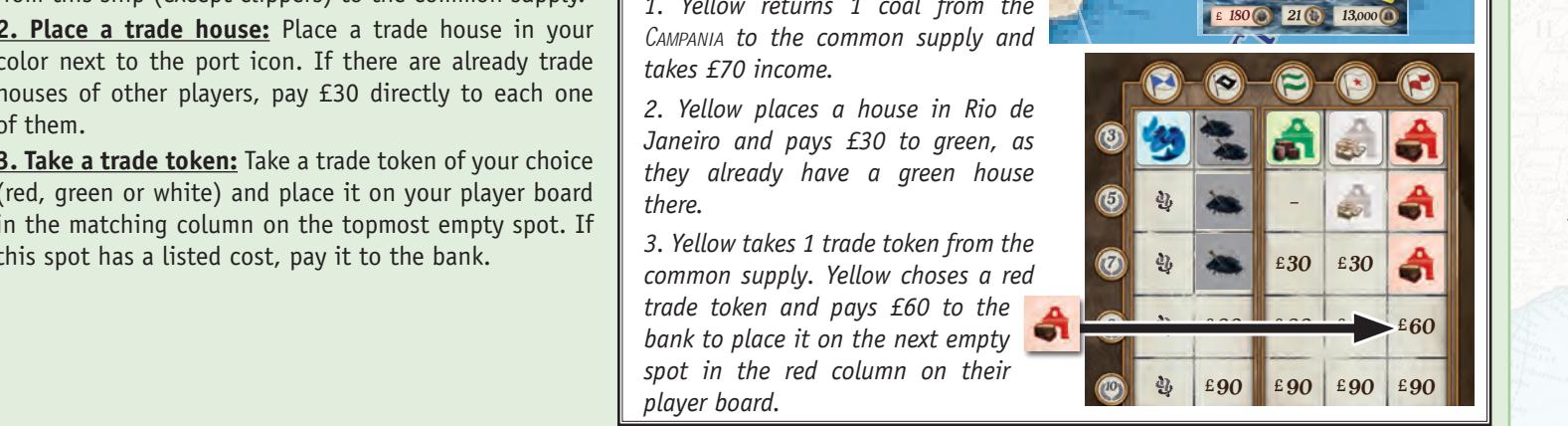
Designate one port in which you want to build a trade house. Requirement: There must be a ship you own in the linked sea spot and you cannot have already a trade house in this port.

**1. The ship transports:** If the ship in the linked spot is ready, you earn income from the bank and return 1 coal from this ship (except clippers) to the common supply.

**2. Place a trade house:** Place a trade house in your color next to the port icon. If there are already trade houses of other players, pay £30 directly to each one of them.

**3. Take a trade token:** Take a trade token of your choice (red, green or white) and place it on your player board in the matching column on the topmost empty spot. If this spot has a listed cost, pay it to the bank.

**Example - house:** Yellow designates the port of Rio de Janeiro. There is a ship owned by Yellow and they have no yellow trade house there:



## Focus on trade houses (short: houses)

The steamship ARIZONA (1879) crosses the North Atlantic with a speed of 15 knots on its way to Montreal. The only other ship in the North Atlantic, the neutral SCOTIA in New York also has a speed of 15 knots. As the ARIZONA only had 1 coal, green spends 1 contract in phase 2 in order to place 1 additional coal on the ship. Now green can carry out the action Blue Riband with the Arizona: The ARIZONA uses up 2 coals. Green takes double the income from the bank for this record breaking crossing (2x £50 = £100) and a Blue Riband for their player board.



## END OF THE GAME

If, at the end of carrying out the action "ships", the stack is empty, the end of the game is triggered. Continue to play the remainder of this round and then play 3 more rounds, beginning each round with the owner of the CUTTY SARK (i.e., the starting player). Finally, continue with the scoring at the end of the game.

To count the three rounds down, after the stack ran empty, place 3 coals next to the captain of the starting player on the rondel. Each time this captain moves, remove 1 coal and move the remaining coal with the captain to its new spot. When it is this captain's turn, but there is no coal left, you immediately move over to the end of the game scoring (no further action is carried out). Now, place all the captains from the rondel on the "0" of the scoring track on the game board.

**SCORING**

Score your points in following these four steps. Tally your points with the captain of your color from the rondel on the scoring track of the game board.

**1. Coal and contracts are turned into cash.** Exchange all the coal on your ships on the game board and your remaining contracts into money. Take £20 for each coal or contract.

**2. Money scores points.** For each £100 you own, score 1 point on the scoring track. Cash under £100 scores no points.

**3. Score captains at sea and trade houses.** Score 3 points for each captain at sea and for each trade house on the game board and tally them on the scoring track.

**4. Score flags.** The token at the lowest spot of a column on your player board determines the point value of the matching flag. If a column has no added tokens, the printed token in that column counts for 3 points. Multiply the value of the column with the number of matching flags you own and tally the result on the scoring track. The multicolored flags score the number of colors of your other flags to a maximum of 5 per multicolored flag, if you have all other 5 flags. Add the result of the multicolored flags to the tally.

**These score as follows:**  
 $4 \times 9 = 36$  points (blue column)  
 $1 \times 3 = 3$  Points (black column)  
 $2 \times 7 = 14$  points (green column)  
 $0 \times 3 = 0$  points (white column, bought no ship with a white flag)  
 $1 \times 5 = 5$  points (red column)  
 $2 \times 4 = 8$  points (multicolored flags: for 4 points each, as Blue owns blue, black, green and red flags)

**This tallies up to 82 points in total for Blue.**

**Focus on trade houses (short: houses)**

Trade houses come in handy in several different occasions:

- You get £30 for each house in the designated region of the "region" action,
- you get £30 from a player that places a house in the same port,
- each trade house that you built is worth 3 points at the end of the game.

## END OF THE GAME

Blue has triggered the end of the game with their action "ships". As the stack ran empty, they placed 3 coals next to the yellow captain (the owner of the CUTTY SARK) on the rondel. Then, they continue to play in the usual player order. When it is Yellow's next turn, the third last round has started. Yellow removes 1 coal token before carrying out their action.

**COMPONENTS**

1 game board

4 player boards

40 captains

28 trade houses

40 coals

50 ships and 5 headquarters

80 cash

front

back

5 Red Lanterns

22 contracts

16 Blue Ribands

16 coal piers

48 trade tokens

(16 each red, green and white)

54 flags

(9 each blue, black, red, green, white and multicolored)

# CROSSING OCEANS

As a skilled shipping agent around 1900 you build up a blooming merchant fleet. With your steamships, you maintain regular lines from Europe to important ports all around the globe. With newer ships you can push your rivals out of their traditional ports. With the fastest ship in the North Atlantic you can compete for the prestigious Blue Riband. Supply your steamships with coal so that they are ready to earn income. Trade houses in ports can generate additional income. As the ships constructed between 1870 and 1914 grow bigger and ever more expensive, you have to act smart to keep your cash flowing. Keep an eye on your rivals when making your decisions throughout the game. They are keen to buy the best ships before you or occupy ports and lines that you would have wanted, as well as beating your fastest ships in the competition for the prestigious Blue Riband of the North Atlantic!

**GAME OVERVIEW**

Set the game up as described in the separate game setup. The owner of the CUTTY SARK is the starting player. Play continues in a clockwise direction from the starting player. Each player turn consists of the following three phases:

1. Either place a ship on the game board or take a contract,
2. Use one or more contracts (optional),
3. Move to a new action spot of the rondel and carry out its action.

"fleet" and "cargo" can help with your cash flow. The action "Blue Riband" additionally gives you a Blue Riband for the build up of your player board. The action "house" grants you a small income and a trade house in one of your ports as well as a trade token that you can use to build up the three rightmost columns on your player board. The steamships generate income in serving their lines and use up coal to do so. With the action "coal" you can load coal on your steamships and take coal piers for your black column of the player board. When the stack for ships (and headquarters) runs empty, the end of the game is triggered. At the end of the game you score points. Even though you score some points for money, built trade houses and captains at sea, the most points can be scored by having the right combination of flags and the correct build up of your player board. Take care that you advance the value of the flags that you collect and also that you collect those ships with the flags of which you are increasing the value!

