MARITIME MAVERICK
by Wilhelmsen

10+ years
2 - 5 players
60 - 120 min.

GAME RULES

You win by achieving the highest return on your investments. This is done by providing maritime services, or having ships on shipping routes, or both. Your ESG score (=Environmental, Social, Governance) is also crucial to your success. The player with the highest total score at the end of the game is declared winner!

The game board is a world map with ports, shipping routes, and other investment areas. Players place game cubes on the game board investment spaces. The board includes an income tracker, an ESG tracker, and a space for event cards.

HOW TO PREPARE FOR THE GAME

Place the game board on a flat surface. Place **white and gold money discs** together next to the game board. This is "the bank".

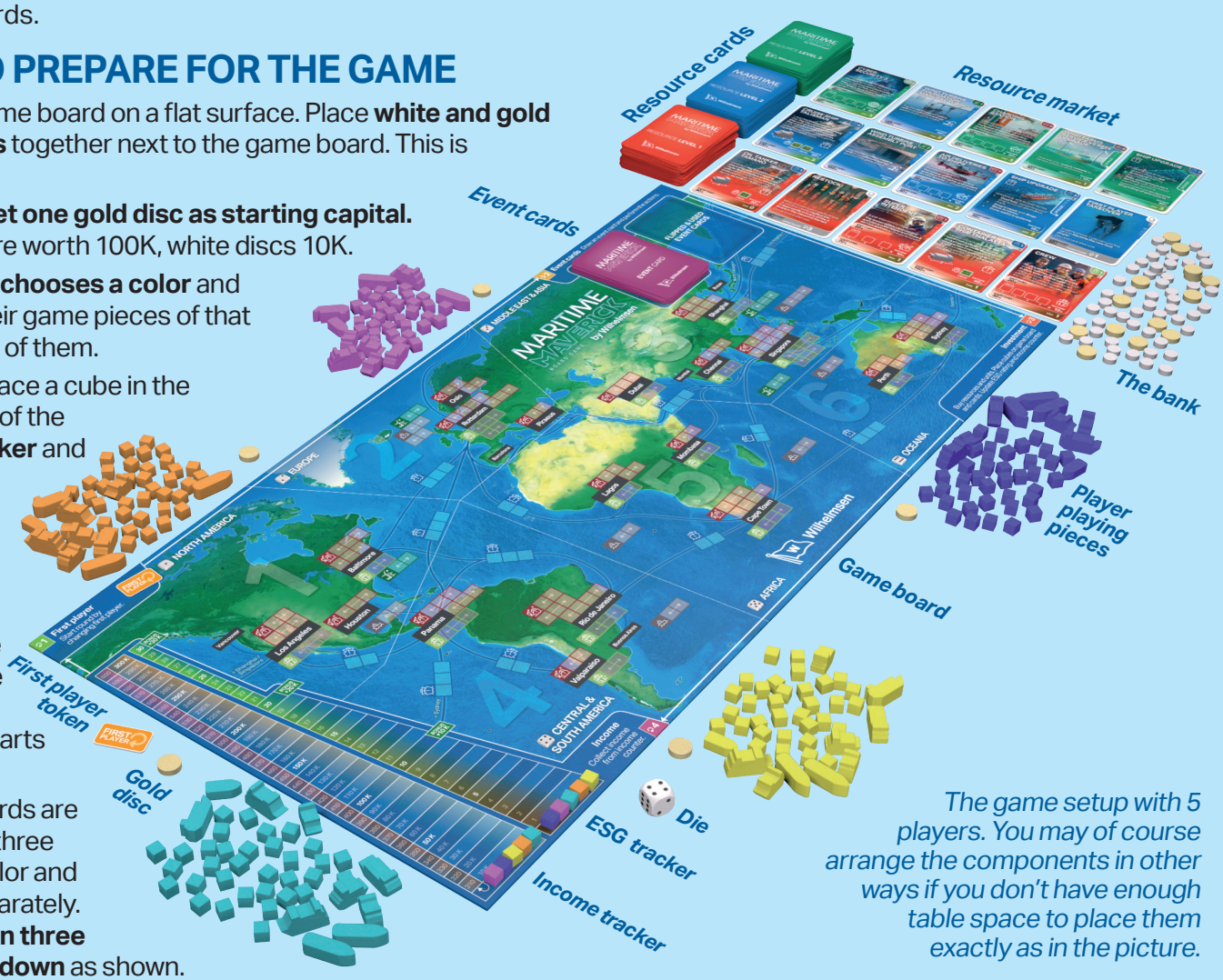
All players **get one gold disc as starting capital.** Gold discs are worth 100K, white discs 10K.

Each player chooses a color and places all their game pieces of that color in front of them.

All players place a cube in the **lowest field** of the **income tracker** and a cube in the **lowest field** on the **ESG tracker.**

Roll the die to determine who gets the **first player token** and starts the game.

Resource cards are divided into three stacks by color and shuffled separately. **Place them in three stacks face down** as shown. **Reveal five cards from each stack,** this is the resource market.



The game setup with 5 players. You may of course arrange the components in other ways if you don't have enough table space to place them exactly as in the picture.

Shuffle the event cards. Draw the top 7 and place them in a stack face down on the designated area on the board. The remaining event cards are returned to the box and will not be used in this game. These 7 event cards serve as round counters; the game ends in the round when the last event card is drawn.

GAME ROUND

Each round consists of four phases:

1. **First player token changes hands**
2. **Event card drawn**
3. **Investments**
4. **Income**

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PHASE 1 - First player token changes hands

A game round starts with the **current holder of the first player token passing it on to the player on the left.**

> ***In the first round of the game, you skip phases 1 and 2, and go directly to phase 3 - investments.***

PHASE 2 - Event card

The first player draws an event card and reads out the text on the card. The card is then placed face up in the used event card area on the board. Events generally affect all players from the phase indicated on the card and to the end of the current round. Some events only affect one region, determined by a die roll. The events take effect now or after the investment phase, giving players time to prepare.

PHASE 3 - Investments

All players make investments, with the first player going first. The turn then passes to the left. **When it's your turn, you can do both of these actions:**

1. **Buy one or more of the 15 cards in the resource market.**
2. **Buy units/cubes for the cards you own.**

* You can only buy blue cards if you already have at least one red card from a previous round. And you can only buy a green card if you already have a blue one from a previous round.
* Once you have taken a card to buy it, the empty space in the resource market must be filled with a new card from the same stack level – only a red card replaces a red card and so on. You are allowed to buy the new replacement card if you can afford it.
* You must perform all your actions in one go, before letting the next player make his or her choices. The phase ends once everyone has either purchased something or passed.

> ***Sometimes a player is allowed to replace all the five cards in a row in the resource market. You are allowed to do this when:***
> - ***It is the first round, and none of the cards in the red row provide income opportunities this round.***
> - ***Or there at any time in the game are three completely identical cards in a row. A player can only replace cards from a resource level he or she is allowed to purchase from.***

EXAMPLE - INVESTMENT PHASE

You choose to buy a level 1 crew card ("CREW") from the resource market, as well as a unit for the card.

1. **You pay 30K for the card and 20K for the unit.** By paying with a gold cube (=100K), you will receive five white cubes in change (=50K) from the bank.
2. **You take the card and place it in front of you.** The unit you bought is **indicated by placing a cube on the card and a cube on the map** (in this case in Sydney). You now have a crew unit in Sydney and still have 3 crew units left to buy from the card.
3. In the resource market, you now **replace the card you took with a new card from the same stack.** You may now end your turn, but remember to move your income tracker on the board one level up (because the crew unit gives you 10K extra income per round). The ESG counter should also be moved one step up because the crew card has an ESG rating of 1.



> ***You are only allowed to buy two units per card per round!***

PHASE 4 - Income

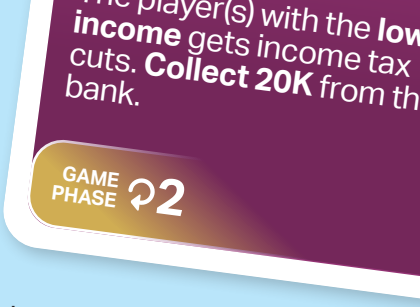
In this phase, all players receive income from the bank. Your income is indicated by where your cube is on the income tracker.

The round is now over. Start the next round by letting the first player token change hands.

CARDS

EVENT CARDS

Event cards bring risks and opportunities. Some cards affect a few or all players, others target specific regions by rolling the die. Many of the cards represent future events, allowing players time to prepare. This is indicated at the bottom of the card.

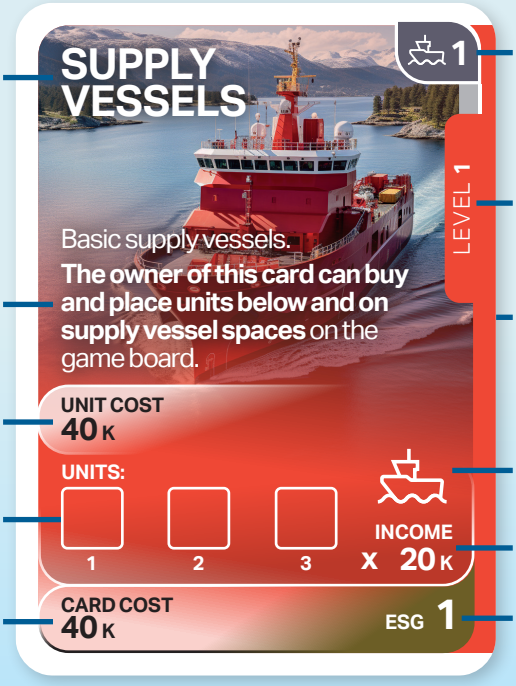


RESOURCE CARDS

These are the cards you buy to generate income and improve your ESG level. The cards represent assets, services, upgrades, etc. from three different technological eras. The red level 1 cards represent the past, the blue level 2 cards the present, and the green level 3 cards the future.

DESCRIPTION OF RESOURCE CARDS

Highlighted text indicates what all resource cards have in common.



Card title

Symbol indicating card type and a number that is important when upgrading.

The technological level of the card, indicated by both color and number.

A card can be upgraded if it has color (red, blue, green) all the way to the right (and does not have a white frame all around).

Description and any actions you can take with the card.

The price to buy units. Only available on cards offering services.

You can buy 3 units on this card. You keep track of units by placing cubes on the squares when buying new units.

The ship symbol indicates what type of card this is.

The income the card generates per round, multiplied by the number of units/cubes you have purchased.

The price you must pay for the card.

How much the card improves your ESG level.

DESCRIPTION OF UPGRADE RESOURCE CARDS

Upgradable cards have color extending to the right side of the card enabling their connection to upgrades. Most upgrade cards also have **color extending to the right side, telling you that you can upgrade the upgrade.** You can only upgrade a resource card with an upgrade card that **has the same color and symbol in the top right corner.** The number on the **upgrade card must be higher than the resource card** it is being connected to.

Place upgrade cards underneath or next to the resource card so you can see how much the income and ESG level increases.

Upgrade cards do not provide any income or ESG points on their own!



*The crew card has been **upgraded to level 3.** This gives you **2 extra ESG points** and higher income per unit. In total, the card now gives you an **income of 60K per round** (20K+10K per unit x 2 = 60K).*



*The ship card has been **upgraded to level 2.** This gives you **20K extra income and 2 extra ESG points.** The ship can be further upgraded with a level 3 upgrade card.*

PLACING CUBES ON THE GAME BOARD

When you purchase units on a card, you normally place a cube both on the card and on the board. **The cube on the board must be placed in a space that has the same color and symbol as the card.** You can place the cube in any space of the appropriate type. **Your cubes cannot be neighbors, not horizontally nor vertically.** Therefore, you cannot complete a row by yourself.

ROW BONUS

A bonus is paid out immediately once a row on the board is filled with cubes. Everyone with cubes in that row receive money, 10K per cube. So, if you have one cube in the row, you receive 10K, two cubes generate 20K, etc. The bonus is paid from the bank immediately when the row is filled up. It is possible and allowed to remove cubes from the crew row (see below), thereby also enabling the triggering of another completion bonus.

EXAMPLE - ROW BONUS

1. In Rio de Janeiro, a bonus has already been triggered. **The turquoise player received 20K as they have two cubes in the row. The yellow player got 10K for their single cube in the row.**
2. It is now the yellow player's turn. **The yellow player has purchased a port supply unit but cannot place it in Rio de Janeiro.** The available space on row 1 is blocked by the yellow cube in the row below, and the available space on row 3 is blocked by the yellow cube to the right in the row. The orange player is next. **For this player, row 1 is also blocked,** as there is an orange cube next to the available space. **The player instead decides to place the cube in row 3, which triggers a row bonus. The orange player now receives 20K, and the purple and yellow players receive 10K each.**



SHIPPING ROUTES

When you have purchased a ship, and have the ability to obtain crew, you can **place a ship piece on an available shipping route that is as large as the ship** (2 or 3 spaces). You can **buy crew directly from your own or other players' crew cards.** You can **also move your own previously obtained crew cubes directly from the board**, but only from one of the two cities the ship will travel between. Cubes moved from completed rows allows for new row bonuses.

EXAMPLE - PURCHASE AND PLACEMENT OF SHIP AND CREW

You have previously purchased a Crew, and in this round, you buy a cruise ship (level 2) **for 190K.**

1. **You pay 190K to the bank and take the cruise ship resource card.**
2. **You place a three-space ship piece on a three-space shipping route on the board.**
3. You already have a crew unit/cube in Cape Town, which you now **move onto the ship card.**
4. Next, **you purchase a new crew unit from the Crew card, paying 20K for it. Now, you place a cube on the crew card and a cube on the ship card,** thereby fully manning it and putting it into operation. (**NOTE:** You are not allowed to deploy ships without crewing them). You must now update both your income and ESG levels on the board. The income increases by 60K (the new crew provides 10K, the new ship provides 50K), while the ESG rating increases by 2.



BONUS BY CONNECTING ROUTES

You receive an increase in income if you can **connect three or more ports with a continuous series of shipping routes.** You can create a continuous series by, for example, having ships on the routes from Rotterdam-New York, New York-Rio de Janeiro, and Rio de Janeiro-Cape Town. You **receive 20K for each shipping route in the series**, so in this example, the increase is 60K (remember to adjust your income cube).

END OF THE GAME

The game is played over 8 rounds (if no one has used a lobbying card). You will know it's the last round when you draw the 7th and **final event card.** There will be no cash payouts as **phase 4 is not included in the final round.** After the round, calculate **the final score by starting with your income level, then adding 10K for each ESG point you have.** If your ESG level is 15, you should add 150K to your income level. Then, you **pay half of your remaining cash in taxes** (rounded down) and **add the remaining half to your income level**. The winner is the one who now has the highest final score and can be declared to be the official and undisputed **Maritime Maverick!**