

STARBUCK

A. **C** → → **P**

B. INN → LIGHTHOUSE →

C.



Only one prepared ship at a time



Player's Ship +1, or 4 min



BANK
INN
CHANDLERY
STOREHOUSE
LIGHTHOUSE



SCHOOL
WHARF
ROLLER MILLS
LIGHTHOUSE
MARKET



SEAMEN'S BETHEL
COUNTING HOUSE
MUNICIPAL BUILDING
MANSION

EXPERT VARIANT: STARBUCK EARNS
1VP PER \$3 INSTEAD OF PER \$5



ROUND 12: 1. 2.

FLASK

A. **C** →

B. LIGHTHOUSE → INN →

C. **P** → *Before Round 7:* →



+3



TRYWORKS
COOPERAGE
SCHOOL
LIGHTHOUSE
INN

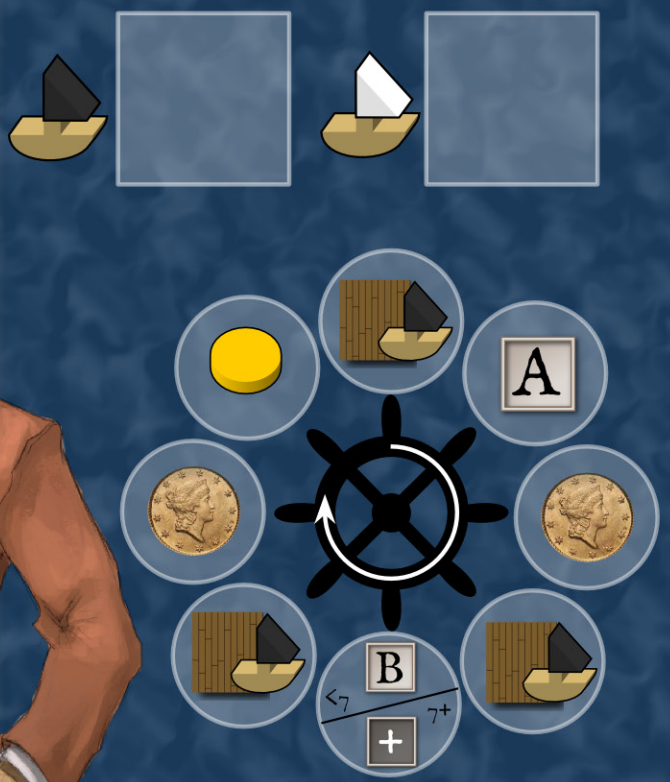


DRY DOCK
SHIPWRIGHT
CAPTAIN'S HOUSE
DISTILLERY
BREWERY



DRESSMAKER
COUNTING HOUSE
CANDLEWORKS
SEAMEN'S BETHEL

EXPERT VARIANT: FLASK PAYS HALF COST
FOR WHALES IF THE PLAYER HAS 0 OR 1 SHIPS
OUT WHEN FLASK RETURNS



ROUND 12: 1. 2.

STUBB

A **C** → **P** →

B. SCHOOL → INN

C. COFFEEHOUSE →



Launch Only after round 5
Always launch to 4
May prepare multiple ships

A	1 COURTHOUSE INN	2 BRICKYARD ROLLER MILLS	3 BANK POST OFFICE
	B	STOREHOUSE TAVERN	CHANDLERY SCHOOL POST OFFICE BANK

+ MUNICIPAL BUILDING
MANSION
SEAMEN'S BETHEL
lowest cost bonus building

EXPERT VARIANT: STUBB STARTS WITH THE INN,
AND EARNS \$1 WHENEVER HE BUILDS



ROUND 12:

1. **A** 2. GENERAL STORE (\$9)

AHAB

A **?** MOST → **?** COMBO

B. INN →

C. POST OFFICE →
(if Ahab is not the owner)

D. 1st time, Roll, Return to A.
2nd time, Take \$2, Draw 1 whale

Ahab earns \$1 extra when he uses any building



<7: As far as possible Up to 4

7+: As far as possible, into first place

Ahab always takes the White Whale immediately if drawn

A	BANK SCHOOL WHARF TAVERN POST OFFICE	B	INN CHANDLERY COURTHOUSE MARKET
	+		SEAMEN'S BETHEL COUNTING HOUSE <i>The most valuable</i>


EXPERT VARIANT: ADD THE SHIP'S LOG. AHAB TAKES
AN OMENS CARD INSTEAD OF A RIGHT WHALE OR
EMPTY SEA, AND USES THEM AS SOON AS POSSIBLE.



ROUND 12:


1. → LIGHTHOUSE 2.

CAPTAIN'S ORDERS

ROLL , MOVE AROUND THE RONDEL, LOOK FOR A BUILDING THAT PERFORMS THE ACTION SPECIFIED BY THE ACTION RONDEL KEY

ACTION LOCATION KEY

SEARCH FOR BUILDINGS IN THE ORDER LISTED (A, B, C, D, ARROWS)
USE NAMED BUILDINGS ONLY IF THEY ARE IN PLAY.

C *The Captain's owned buildings*  *Town and Whaling board action spaces*

P *An opponent's building*

If more than one building is found in the same location, choose the one that gives the most resources
If multiple buildings in the same location give the same amount of a resource, the player may choose which the Captain uses.

WHENEVER A CAPTAIN USES A NON-MONEY RESOURCE SPACE, HE TAKES \$2

ACTION RONDEL KEY

   *Actions that give the resource shown*

 *Launch*  *Prepare*  *Launch if possible Prepare if not*

 *The following spaces are used as written: TRYWORKS, REFINERY, COOPERAGE, PERFUMERY, TAVERN, BANK. Additionally, the Captains may use these buildings and gain these values: MARKET: \$6, CHANDLERY: \$4, LUMBER MILL: \$4, BREWERY: \$1/FOOD +\$1*

A *Build an action building in the listed order next to the matching icon (A/B). If no listed buildings remain, build a random building*

+ *Build a Bonus Building in the listed order*

 *Before Round 7* /  *Round 7 and later* *Use the action only in the rounds specified*

IN ROUND 12, IGNORE THE RONDEL, USE THE ACTIONS SHOWN AT THE BOTTOM FOR THE FIRST AND SECOND TURNS (USE THE RONDEL FOR INN ACTIONS)