



# IMPORT --- EXPORT

DESIGN

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JORDAN DRAPER

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# IMPORTING / EXPORTING IN THE 21ST CENTURY!

As a shipping expert specializing in imports and exports, you sit in a position of potential during this time of global economic growth!

## CONTENTS

170 Commodity cards (each with a unique power)

100 Basic commodity cards

15 Capital Expansion cards

10 Tokyo Expansion cards

15 Kickstarter Expansion cards

10 Kickstarter 2 Expansion cards

10 J Expansion cards

10 Flag Expansion cards

1 Large Supply Island with Port of Tokyo back

6 Shipment Payout cards with mini harbor backs

1 Optional Market card

6 Large Harbors

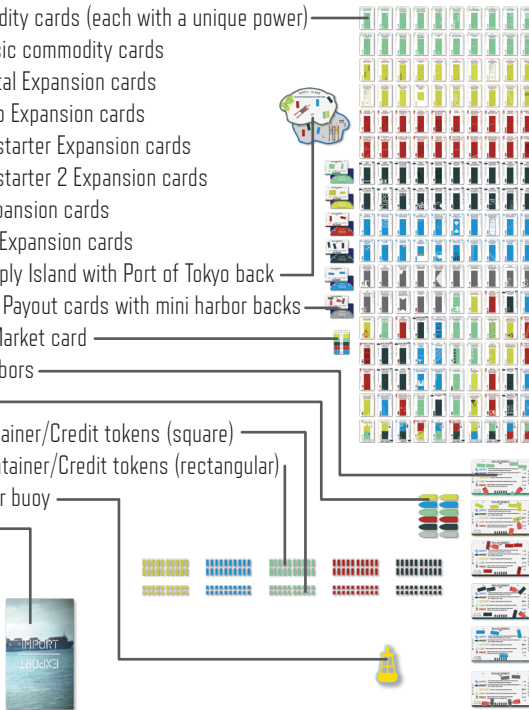
12 Ships

60 x 2 Container/Credit tokens (square)

50 x 10 Container/Credit tokens (rectangular)

1 first player buoy

1 Rulebook



## OVERVIEW

Import/Export is played over a number of turns, during which the leading player (the one whose turn it is) chooses whether to draw cards or play a card to perform an action. If they perform an action, other players can follow that action by playing a card with a matching action from their hand, or they can draw cards. After everyone performs their actions, the next player in clockwise order then becomes the new leading player.

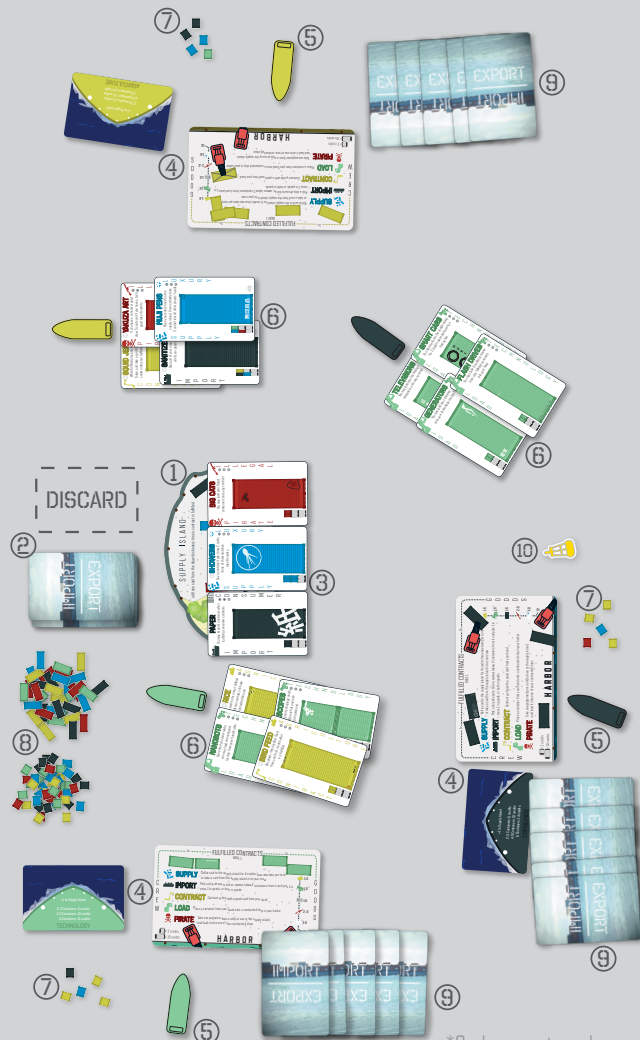
Throughout the game, you will earn credits by fulfilling Contracts, selling Goods, and using unique powers from some of your fulfilled Contracts. At the end of the game, each collected Good is worth credits and the player with the most of each type of Good receives a bonus. If you manage to collect at least one of each Good type, you receive an additional bonus. But watch out, the player with the most Illegal Goods must pay credits to the bank!

The player with the most credits at the end of the game is the winner!



## SETUP

- ① Place the Supply Island in the center of the play area. The area around the outside of the Supply Island is known as the Open Sea.
- ② To form the draw deck, shuffle all of the Commodity cards and place them next to the Supply Island. Leave space next to it for a discard pile.
- ③ Reveal and place a number of Commodity cards on the Supply Island equal to the number of players.
- ④ If playing with fewer than 6 players, return the light gray Harbor card and Ships to the box. Give each player one of the remaining Harbor cards at random, two Ships of the same color, and a Ship reference card. Return any remaining Harbor cards, Ships, and reference cards to the box.
- ⑤ Each player places one of their Ships near their Harbor and the other one in the Open Sea.
- ⑥ For each Ship in the Open Sea, reveal four Commodity cards from the draw deck and place them below the Ship.
- ⑦ Give each player 10 credits. The amount of credits players have is open information. If playing with 6 players, give the gray player 4 additional credits.
- ⑧ Place the remaining credits by the draw deck as the bank.
- ⑨ Each player draws 5 cards from the draw deck as their starting hand. Cards in hand are hidden from other players.
- ⑩ Randomly choose a starting player and give them the first player buoy.



# PLAYING A TURN

On their turn, the leading player chooses one of the following two options:

**A** Draw cards from the draw deck until they have 5 cards in hand, or, if they already have 5 or more cards in hand, draw 1 card instead. Then, their turn ends and the next player clockwise becomes the new leading player. **Note:** If the draw deck is ever empty, shuffle the discard pile and create a new draw deck.

OR

**B** Play a card from their hand onto their Harbor and declare the number of actions they will perform. They must declare one action of the type shown on the left side of the played card, but if they have any cards in their Crew that match the declared action, they may declare one additional action of the same type for each matching Crew card they choose to use. Note that the player does not perform the action yet, they only declare their intention to do so.

You play this card and declare the Load action. Since you have two matching cards in your Crew with the Load action, you can declare that you are performing the Load action 1, 2, or 3 times.



## TWO CARD WILD

If you do not have a Commodity card in hand with the desired action, you may also declare or follow an action by playing 2 cards of the same color together. This also applies if you are the leading player.



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If the leading player chose option B above, now follow these 4 steps:

1 In clockwise order from the leader, all other players decide to either: **Follow** by playing a card with the same action from their hand to their Harbor and declaring how many actions they will perform. They must perform the action once for the card they played, and may also perform the action an additional time for each matching action card in their Crew they choose to use.

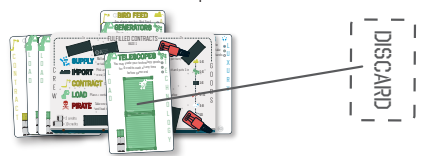
OR

**Draw** until they have 5 cards, or, if they have 5 or more cards in hand, just draw 1 additional card. After drawing cards, the player may also then declare they are performing the action once for each card in their Crew they choose to use that matches the action.

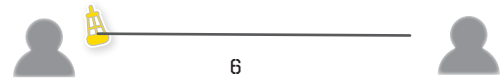
**Note:** Players do not perform the actions yet, only declare their intention to do so.

2 Beginning with the leading player and then in clockwise order, each player must perform the action as many times as they previously declared.

3 Once all players have finished, place all cards that were played to a Harbor this turn into the discard pile.



4 The next player in clockwise order then becomes the new leading player; pass them the first player buoy.



## AN EXAMPLE TURN

PLAYER 1 plays a Load card from their hand to their Harbor. They do not have any matching Crew, so they declare they will perform the Load action once.



PLAYER 2 does not have a Load card in hand and chooses to draw. They have 3 cards in hand, so they draw 2 cards. They also do not have any matching Crew, and declare they are not performing the action.



PLAYER 3 plays a Load card from their hand to follow the declared Load action. They have 1 matching Crew and can declare they are performing the action once or twice.



PLAYER 4 has 2 Pirate cards in hand, but chooses not to follow, and draws instead. They have 5 cards in hand, so they draw 1 card. However, they have 2 matching Crew and so can perform the action once, twice, or not at all. They declare they will perform the action once.



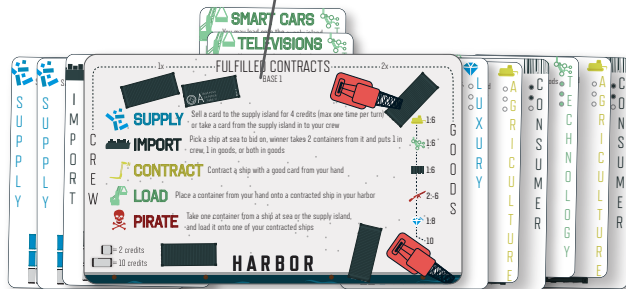
The actions are then performed and all cards played to the Harbor are then discarded.

## CREW/GOODS LIMIT

At any time, the maximum number of Crew you can have is equal to the number of your fulfilled Contracts.

Also, the maximum number of Goods you can have is equal to twice the number of your fulfilled Contracts.

You begin with 1 fulfilled Contract, as indicated at the top of your Harbor.



As above, if you have a total of 3 fulfilled Contracts (1 Base from your Harbor board and 2 cards), the most Crew you can have is 3 and the most Goods you can have is 6.

## DISCARDING CARDS

During the game, cards are discarded face up to the discard pile. Only the topmost card on the discard pile should be visible; players cannot look through the discard pile unless a game effect allows them to do so.

# ACTIONS

The 5 available actions are:

## SUPPLY

Either sell a card to the Supply Island for 4 credits, or take a card from the Supply Island into your Crew.

## IMPORT

Select a Ship in the Open Sea and hold a bid for the Ship's Goods. The winner takes two cards.

## CONTRACT

Take a card from your hand and place it as a Contract onto a Ship in your Harbor.

## LOAD

Take a card from your hand and place it onto the Contract of a Ship in your Harbor.

## PIRATE

Take one Container from any Ship in the Open Sea or from the Supply Island. This may be placed on your Ship, if it has capacity, or discard the card.



Each time you perform the Supply action, you have two options:

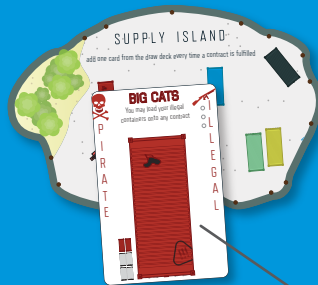
### A SELLING TO THE SUPPLY ISLAND

Choose a card from your hand, place it on the Supply Island, and take 4 credits from the bank. You can only choose this option once per turn.

### B TAKING A CARD FOR YOUR CREW

Take a card from the Supply Island and add it to your Crew by tucking the card under the left side of your Harbor. Crew cards allow you to perform additional actions as mentioned earlier. You can choose this option multiple times per turn.

NOTE: If you are already at your Crew limit, you still take a card from the Supply Island when performing this action, but then must discard it instead; you may not replace Crew you already have.





With this action, players have the opportunity to take cards from Ships in the Open Sea and store them in their Harbor as Crew and/or Goods. Goods grant credit bonuses at the end of the game and also count towards the tier level required to place Contracts (see page 13).

When you perform the Import action, perform the following steps:

- ① The leading player chooses any Ship in the Open Sea to bid on. All other players who followed the leader's Import action (by playing an Import card or by having an Import action in their Crew) may also bid.
- ② All players involved in the bidding secretly place any amount of credits (including zero) in their hand, revealing them simultaneously. The highest bidder wins and pays their bid to the bank. All others keep their bids. If there is a tie, the leading player decides who wins from the tied players.
- ③ The winner of the bid takes 2 cards from the chosen Ship and places them as either Crew or Goods (at most 1 card can be placed as Crew).
- ④ If cards were taken from a Ship by someone other than the Ship's owner, the owner of the Ship takes 2 credits from the bank.
- ⑤ If the Ship now has no cards on it, the Ship immediately returns to its owner's Harbor.

**IMPORTANT:** Crew and Goods limits apply as normal; any cards taken in excess of your limit are discarded. Note however that you must take cards if able and can only discard cards if both limits have been reached, or you have already placed 1 Crew card and cannot place the other card as Goods because of your Goods limit.

## MULTIPLE IMPORT ACTIONS

The Import action is resolved in a different way to other actions. Instead of the players taking turns to perform the action(s), a number of bidding rounds are held equal to the highest number of actions declared by any one player.

For example: If PLAYER 1 declares 2 actions, PLAYER 2 declares 1 action, and PLAYER 3 declares 3 actions, there are 3 bidding rounds.

In each bidding round, the leader always decides which Ship is bid on, even if they are not involved in the bidding. The same Ship can be selected more than once in subsequent bidding rounds. Only the players who declared a number of actions equal to or higher than the number of the bidding round are involved in the bidding.

For example:

PLAYER 1 leads by declaring an Import action, and has 1 additional Import card in their Crew (2 total actions).

PLAYER 2 follows by playing an Import card from their hand, but they have no Import Crew (1 total action).

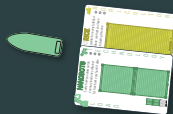
PLAYER 3 chooses to draw instead of follow, but has 3 Import Crew (3 total actions).

Therefore, there are 3 bidding rounds (the most actions taken by any one player):

In round 1, PLAYER 1 chooses their own Ship to bid on, and all three players bid. PLAYER 2 wins, paying the bid to the bank and takes 2 cards from the Ship. PLAYER 1 earns 2 credits in compensation.

In round 2, PLAYER 1 chooses their own Ship again, only PLAYER 1 and PLAYER 3 can bid on this Ship (PLAYER 2 was only performing 1 action). The bids are tied and PLAYER 1 chooses to win the bid themselves. They pay their bid to the bank and take the 2 remaining cards. The Ship then returns to their Harbor.

In round 3, PLAYER 1 picks PLAYER 2's Ship. PLAYER 3 is the only player in the bidding and so takes 2 cards for free. Even though the winning bid was zero, PLAYER 2 still gets 2 credits in compensation.



# CONTRACT

With this action, you place a card under a Ship as a Contract. When you later fulfill this Contract, the Power of the card will come into effect and if it is tucked under your Harbor, your Crew and Goods capacity will increase.

Each time you perform this action, choose a card from your hand and slide it under a Ship in your Harbor, ensuring that the load requirement (shown in the bottom-left of the Contract) is visible. Ships can have multiple contracts on them, as long as the total load requirement (the number of Containers needed to fulfill the Contracts) does not exceed 6.

This ship now has 2 Contracts. The load requirement is 4. It could have a 3rd Contract, as long as that Contract only requires 2 Containers.

## TIER LEVEL REQUIREMENTS

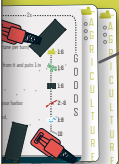
In order to place a card as a Contract, you must meet its Tier Level Requirement, as depicted by the number and color of filled-in circles in the top-right of the card. Each Good in your Harbor counts as having 1 Tier Level of its matching type. Additionally, your Harbor itself counts as 1 Tier Level in its color.



## HAWAIIAN SALT

Deal their hand, culture cards, 1 for each

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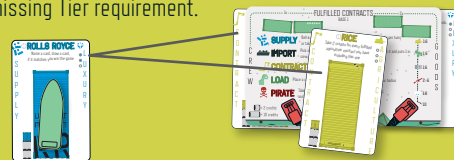
HAWAIIAN SALT is a Tier 2 Agriculture card. To play it as a Contract, you must have at least 2 Agriculture cards in the Goods area of your Harbor. If you had the yellow Harbor, you would be able to Contract this card with only 1 Agriculture Good.

Note: Some cards from the expansions have Tier Level Requirements depicting two or more colors.

## MULTIPLE CONTRACT ACTIONS

If you perform this action more than once on your turn (by having Contract Crew), each additional action can be used to place another Contract card. Alternatively, if you do not meet the Tier Level Requirement to place a Contract, you may use your additional actions to skip Tiers to help you meet the requirement; each action counts as 1 temporary Tier Level for placing a Contract.

For example: You want to place Rolls Royce as a Contract on your Ship, a Luxury card with a Tier Level Requirement of 2. You only have Tier 1 in Luxury so if you only had 1 action this turn, you would not be able to place it. However, since you have 1 Contract Crew card and are the leading player, you get to perform 2 Contract actions. You use your second action to meet the missing Tier requirement.



You can use multiple actions to replace multiple missing Tier Levels. For example: You could place a Tier Level 3 Technology Contract without having any Tier in Technology by performing 4 Contract actions: 1 to place the card, and 3 to meet the missing Tier levels.

## DISCARDING UNFULFILLED CONTRACTS

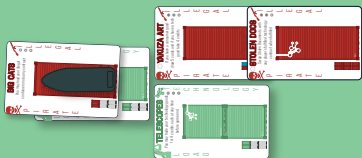
At any point when you are the leading player, you may discard any unfulfilled Contracts from one of your Ships. Place any discarded Contracts in the discard pile. Any Containers that were on the Ship remain there.





With this action, you place cards from your hand to Ships in your Harbor in order to try and fulfill a Contract.

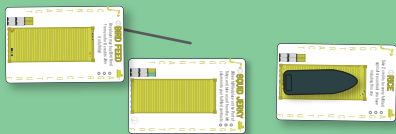
Each time you perform this action, choose a card from your hand and place it below a Ship in your Harbor. There must be an unmet matching load requirement on a Contract on the Ship. The placed card is now a Container on the Ship; ignore all other information on the card. You may load multiple Containers on your turn, one per action performed.



For example: You are performing 2 Load actions. You first Load an Illegal Container onto your Ship, which together with the already loaded Illegal Container, meets the Illegal load requirement; you cannot load any further Illegal Containers. You then load a Technology Container for your second action.

## FULFILLING CONTRACTS

When the correct number and type of Containers have been loaded onto a Ship to meet the requirements of all Contracts on that Ship, those contracts are fulfilled immediately.



For example: You load a second Agriculture Container onto your Ship. Your contract is now fulfilled.

When this happens, perform the following steps:

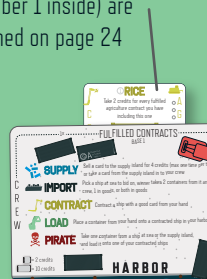
- Take credits from the bank based on the number of Containers loaded on the Ship:

2 Containers: 6 credits  
3-4 Containers: 10 credits  
5-6 Containers: 14 credits



- Tuck the Contracts under the fulfilled Contracts section of your Harbor. Any immediate powers on them (gray circle with number 1 inside) are resolved immediately. All contract powers are explained on page 24

- Move the Ship to the Open Sea, along with the Containers that fulfilled the Contracts.



- Take 1 card from the draw deck and place it face up on the Supply Island.



Remember: The maximum number of Crew and Goods you can have is determined by the number of fulfilled Contracts you have (you start the game with 1 fulfilled Contract printed on your Harbor).



With this action, you take a Container from a Ship in the Open Sea or from the Supply Island and load it onto your Ship.

Each time you perform this action, choose either a Container on any Ship in the Open Sea, or a card from the Supply Island and load it onto one of your Ships in your Harbor. Like when using the Load action, there must be an unmet matching load requirement on the Ship. If you are unable to load the Container, discard it instead.

Remember, the leading player performs all of their Pirate actions before moving clockwise to the next player, who will then perform all of their Pirate actions, and so on.

## AN EMPTY SHIP

If the last Container is removed off a Ship at sea, that Ship immediately returns to the owner's Harbor. Unlike with the Import action, the owner of the Ship does not receive any credits as compensation.



## FULFILLING CONTRACTS

If your Contracts are fulfilled due to a Pirate action, follow the same steps as described under the Load action (page 15).

## END OF THE GAME

The game ends if any of the following conditions are met:

- A player has 50 or more physical credits in their supply.
- There are no cards remaining in both the draw deck and the discard pile.
- A special condition from a fulfilled Contract is met (as shown on the card's power).

When any of these conditions are met, finish the current player's turn, and then proceed to scoring.

## SCORING

Each player gains credits as follows:

- 2 credits for each Container that has been loaded onto a Contract and still not yet fulfilled.
- 1 credit for each Technology, Agriculture, Consumer, and Luxury Good.
- 2 credits for each Illegal Good.
- 10 credits if you have at least 1 of each type of Good.
- 6 credits if you have more Technology Goods than any other player.
- 6 credits if you have more Agriculture Goods than any other player.
- 6 credits if you have more Consumer Goods than any other player.
- 8 credits if you have more Luxury Goods than any other player.
- Lose 6 credits if you have more Illegal Goods than any other player.
- Credits according to Contracts that score at the end of the game.

In case of a tie for the most of a Good type, divide the credits between the number of tied players (rounding up). In case of a tie for the most Illegal Goods, divide the penalty between the tied players and also round up. For example: 3 players tie for the most Luxury goods, each gains 3 credits from the bank.

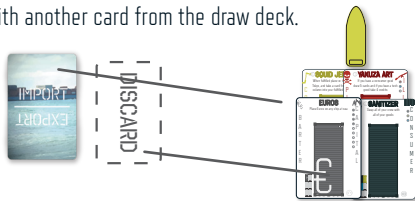
The player with the most credits is then declared the winner! If there is a tie, players share the victory.

## CAPITAL EXPANSION

This expansion adds another action and new Contracts that have different rules for their Tier Level Requirements.

### SETUP

The gray player's Ships may now be used in games with fewer than 6 players. The player who plays gray receives 2 extra credits at the start of the game. The gray Harbor counts as 1 Tier for playing Capital Contracts. During Setup, if a Capital card is placed onto a Ship at sea, discard it and replace it with another card from the draw deck.



### BARTER ACTION

The new Barter action allows you to swap 1 card from your hand with one from the Supply Island each time you perform the action. If you are the leader and choose this action, only you will perform it and then play passes to the next player; other players cannot follow the action or draw cards.

If you have a Barter card in your Crew, you can follow any declared action with a Barter action (irrespective of the leader's declared action). As usual, you can still choose to draw cards and then follow with the Barter action for each Barter card in your crew.

If you perform a Barter action, you may not do any other type of action on that turn.

Note: Two matching cards may not be used as a wild for a Barter action. You may however, use two Barter cards as a wild to lead or follow any other action.

## CAPITAL GOODS

Capital goods count as 1 good of the same type as your leftmost non-Capital good.

For example: Your leftmost non-Capital good is Technology. Your Capital goods therefore count as Technology goods, so you have 3 Technology goods.

### TIER LEVEL REQUIREMENT

In order to play a Capital card as a Contract, you must meet its Tier requirement as usual. However, Capital cards have Tier requirements ranging from 0-9. Each good you have in your Goods area counts as 1 towards

this requirement (the gray player's Harbor also adds 1 towards this requirement). You can use additional contract actions to skip Tier requirements as usual.

### RAINBOW LOAD

If a Capital card has a multicolored load requirement, any color of Container can be used to fulfill the requirement.

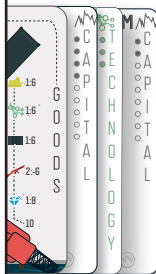
### GRAY CONTAINERS

Gray containers count as a wild Container color, meaning they can fulfill any load requirement color. However, they cannot be loaded or pirated; you must use powers of some cards to get them on your Ship.

### OTHER RULES

Capital cards may be discarded at any time from your hand. Do not draw new cards to replace them until you use a draw action.

When you fulfill a Capital Contract, take credits as usual based on the number of loaded Containers on the Ship. Powers on Capital Contracts follow the same rules as for the base game.

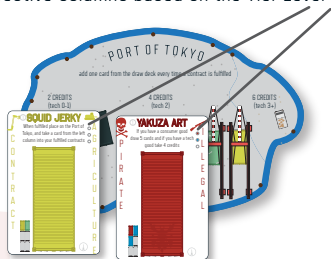


## TOKYO EXPANSION

The city of Tokyo is thriving with fresh innovation and unique subcultures. To take advantage of the global demand for their amazing products and passions, visit the Port of Tokyo and contract Japanese goods!

### SETUP

Follow all of the rules of the base game, but flip the Supply Island over to the Port of Tokyo side. When placing cards on the Port of Tokyo, place them in their respective columns based on the Tier Level Requirement of the card.



Whenever a card or rule references the Supply Island, you use the Port of Tokyo instead.

### SUPPLY ACTION

When using the Supply action, if selling a card for 4 credits, place the card in its respective column based on its Tier level. When taking a card for your Crew, you may take any card from the Port of Tokyo regardless of the column it is in.

### CONTRACT ACTION

When performing the Contract action, any player may contract a card from the Port of Tokyo instead of from their hand. To do so, they must pay the credits stated at the top of the column the card is in, as well as meeting the Tier Level Requirement as normal.

## FLAG EXPANSION

Cards from this expansion have two color Containers on them and represent two different Contracts.

### CONTRACTING

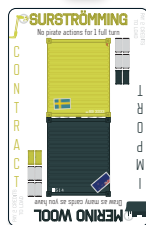
When you Contract one of these cards, choose which way up to play the card based on which of the Contracts you want to play. Only this Contract is active; the other has no effect. They have no Tier Level Requirement.

### LOADING

To load one of these cards, you must pay 2 credits. If you are unable to pay, you cannot load the card. When you load one of these cards, you choose which of the two container types the card will count as. Rotate the card so that the chosen color is at the top (closest to the ship).

### PIRATING

These cards can be pirated from Ships as normal; they count as the color they were originally loaded as.



For Example: This card could only be Pirated as a yellow container, since it was originally loaded as a yellow container. It is required to keep the orientation of the container you are loading at the top.

## COMMODITIES MARKET

The Commodities Market adds supply and demand pricing to the game.

### SETUP

Add the Optional Market card next to the Supply Island. Place 1 of each Goods Container on the “0” space for each Good. These are the Goods markers.



### AQUIRING GOODS

When a Good is placed in a player’s Goods area, move the corresponding Good marker one space up for each Good placed. The highest position is +2; any movement beyond that is ignored.

### FULFILLING CONTRACTS

Whenever a Contract is fulfilled, apply the modifier indicated by the corresponding marker to the value of every Container of the fulfilled Contract to your payout. After payout, for each Container that was loaded on the Ship, move the corresponding Good marker one space down. The lowest position is -2; any movement beyond that is ignored.

For Example: You have a Contract with two mint and two blue Containers. You gain 10 credits for the fulfilled Contract as normal, but because mint is worth +1 credit each, you gain an extra 2. However, blue containers are worth -2 each, so you lose -4 credits for those. Your net total is 8 credits instead of the normal 10. The mint and blue Goods markers are moved down 2 spaces, but the blue marker is already at the bottom, and so it doesn’t move farther.

## APPENDIX - CONTRACT POWERS

Each card has a unique Contract name and power. These powers often override the standard rules of the game.

- ⌚ Powers with this symbol can be used at any time, some of them even when the card is in your hand. Check the text on the card for full details. If the power allows you to play the card from your hand, you must still meet the Tier requirement to use it.
  - ⌚ This symbol means the power is resolved immediately upon the fulfillment of the Contract. The card is still added to the fulfilled Contracts area of your Harbor but has no further power.
- Contracts without either of these icons are ongoing powers; their effects are always applied after the Contract is fulfilled.
- Special Notes about Card Powers:
- All credits, unless specified otherwise, are paid to the bank.
  - Unless otherwise stated, if a power requires you to pay credits and/or cards, and you do not have enough, you cannot resolve the power.
  - If a player targeted by a card’s power cannot pay the credits or cards to the active player, they simply do not pay.

**3D PRINTERS** When following the leading player’s action, you may play any action type (instead of the same action type) to perform the declared action, but you will still do the led action. This power may not be used when you are leading.

**AEROPONICS** Whenever one of your Ships in the Open Sea has only a single Container loaded (including during an Import action), the Ship must immediately return to Harbor, with that Container still loaded. This may interrupt other actions or happen mid action.

**THE ALGORITHM** You may add this card to either your Crew, or Load it onto an eligible Ship if you have capacity. If both options are not possible, add The Algorithm to your fulfilled Contracts instead.

- ⌚ **ALMONDS** After this Contract pays out: if you have 18 or less credits, take 8 credits from the bank; otherwise take 4 credits from the bank.
- ⌚ **AMMUNITION** All other players with any Illegal Goods pay you 2 credits.

○ **ANTIQUITIES** Search the draw deck and take one Illegal card of your choice and add it to your hand. Shuffle and replace the draw deck afterwards.

**APPLE WATCH** At the end of the game each set of 1 Luxury + 1 Consumer Goods you have is worth 6 extra credits. E.g. if you have 3 Luxury and 2 Consumer Goods, you get 12 credits.

○ **APPLES** Add 1 Agriculture card from your hand to your fulfilled Contracts, then activate its power, if applicable, as if it were just fulfilled (you do not have to meet the card's tier requirement).

○ **AR GLASSES** You may take 2 actions using cards from your hand. Do not apply your Crew to these actions. Only you will perform these actions, no other players may draw or follow.

**ARTIFACTS** Take an additional 20 credits at game end if you have 2 of every Good type.

○ **AUTOMATION** If you have an eligible Ship in Harbor with a Contract, Load Automation onto that ship as a rainbow Container. Once that new Ship, with Automation loaded onto it, fulfills its Contract, if there is another Ship in your Harbor with a Contract, Automation will be loaded onto it, and so on. If there is no eligible Ship the first time Automation's Contract fulfills, discard it. If there is no eligible Ship in Harbor after Automation has been loaded as a rainbow Container, when that Contract fulfills, Automation will enter the Open Sea with that Ship as usual.

○ **AVOCADO** Move Avocado to your Crew. Discard instead if you are at your Crew limit.

○ **BACKPACKS** Every time a Ship is returned to a Harbor from the Open Sea, you may draw a card. The returned Ship can be any player's ship, not just your own.

○ **BAMBOO** If you have an available ship, you may contract bamboo for free as soon as it fulfills.

○ **BATTERIES** When you use the Load action, you may pay 2 credits to load one extra Container. You may only use this power one time per turn.

○ **BEER** Instead of adding beer to your fulfilled Contracts when fulfilled, you may choose to place it on the Supply Island and take 6 credits from the bank.

**BIG AMMUNITION** Take a random card from the hand of the Ship owner when you pirate one of their Ships at sea.

**BIG CATS** You may ignore Container color on your load requirements when loading Illegal Containers (this also applies when performing the Pirate action). Your red Containers are now wild.

**BIONIC EARS** You may take Bionic Ears from your fulfilled Contracts into your hand at any time.

○ **BIRD FEED** When fulfilled, any other player may pay you 6 credits and place Bird Feed into their fulfilled Contracts instead of yours. If multiple players want to buy it, the first one who speaks gets it.

**BOARD GAMES** If you have one of every Good type in your fulfilled Contracts, you no longer have a limit to the number of cards you can place in the Crew area of your Harbor.

○ **BOK CHOY** If Bok Choy is loaded as a Container on a Contract that is not Agriculture, take 2 extra credits from the bank when that Contract fulfills.

**BOOKS** When you lead with an Import action, as long as any other player follows, take 2 credits from the bank. This power can only gain you 2 credits per turn.

**BUBBLEGUM** Whenever a Consumer Good is added to any players' Goods, take 4 credits.

**CAN OPENERS** You no longer trigger the game end when having 50 credits.

**CANDY** You may load any container onto your Consumer Contracts.

**CANNABIS** If any player imports any red Containers during an Import action, they pay you 2 credits.

**CANNONS** Every Pirate card in other players' crew also counts as yours. They do not count against your Crew limit.

**CELL PHONES** When you use the Load action, you may draw a card instead of loading one from your hand. If the drawn card is capable of being loaded onto one of your Contracts, you must load that card; otherwise, keep it in your hand.

**CERAMICS** At the end of the game, for every 2 Consumer Goods you have in your Goods, add 1 Luxury Good to your Goods total. Any Luxury Goods added this way do not count towards your Goods limit.

**CHAIRS** When any other player uses a draw action, you may discard a card from your hand.

**CHAMPAGNE** If you have the most fulfilled Contracts at game end, this card is worth 8 credits.

**CHAPSTICK** Whenever a Consumer Good is added to any player's Goods, take 2 credits.

○ **CHEAP LABOR** Load Cheap Labor onto a Ship in your Harbor, even if that Ship has no Contract. If there is no Ship to load it onto, Cheap Labor will instead be added to your fulfilled Contracts, as normal.

**CHEAP SHIRTS** At game end, move as many of your Crew as you can to your Goods, up to your Goods limit.

**CHOPSTICKS** When you play an import action, including one from your Crew, you may execute a Contract or a Load action instead. You may still only use 1 action type per turn.

**COFFEE** You may load any Container onto your Agriculture Contracts.

**COLOGNE** At game end, choose one action type from your Crew and take 4 credits for each card of that type in your Crew.

○ **CONTAINER FACTORY** This card may be added to your Crew, Goods, fulfilled Contracts, loaded as a rainbow Container, or returned to your hand.

**CONTRABAND** When you use the Pirate action, you may take an extra Container from any Ship at sea (Limit once per turn).

○ **CUPS** Draw five cards.

○ **DANGER PETS** All players must give you 2 credits.

**DARK FLIGHT** You may now choose to import from the Supply Island. If you do, keep the highest bid even if it is your own.

**DIAMONDS** At game end, you may move two of your fulfilled Contracts to your Goods. Your Goods limit still applies.

○ **DIESEL ENGINE** Turn this card sideways and add it to your Harbor as an extra Ship which can only be used once. After it enters the Open Sea and all Containers are taken from it, it will be placed in the discard pile.

○ **DINO BONES** All players must take one of their Goods and place it on the Supply Island. You then take any two cards from the Supply Island into your Goods.

**DRAGON FRUIT** Draw 2 cards or take 2 credits from the bank when leading with the Pirate action.

**DRONES** Whenever you Contract a Ship, you may also draw 1 card.

**EUROS** Place Euros onto any Ship at sea as a Container. If there are no Ships at sea, add it to your fulfilled Contracts.

**EXOTIC FISH** If you have twice the amount of credits of any other player (when compared individually) and the most Goods win the game.

**FAKE DVDS** When another player spends or loses 4 or more credits, take 2 credits from the bank.

○ **FAKE MONEY** Take one loaded Container from all of your opponents' loaded Ships. This may be a Ship at sea or a Ship in Harbor. Either load it if possible, or keep it in your hand.

**FIXIE BIKES** Whenever a Container is loaded from a Load action by any player, take 2 credits.

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**FLAMETORCH** Flip a coin, if heads all players pay you 4 credits each, if tails you pay all players 2 credits each.
- FLASH DRIVES** Whenever you fulfill a Contract, you may take a loaded Container from it into your hand (limit one Container per Ship). This occurs after receiving payment for the Contract.
- FLOUR** If you meet the tier requirement, and have 4 other Containers valid to load onto this flour Contract in hand, you may then play a Contract action and load all 4 Containers at once.
- FLOWERS** All players receive 4 credits, including you.
- FOXES** You now win all ties (this is especially important for import bids and Good bonuses).
- FRIDGES** Every 2 Technology Goods you have count as 1 Load action in your Crew area. This does not affect your Crew limit.
- GENERATORS** You may load any Container onto your Technology Contracts.
- GLASSES** Take one free Import action by yourself.
- GOLD STUFF** Take 6 credits for each of your fulfilled Luxury Contracts at game end.
- GPS** Load GPS onto a Ship in your Harbor, if able to do so, as a rainbow Container. After that Ship enters the Open Sea, if GPS is the last remaining Container on it, discard GPS and return the Ship to your Harbor. If you cannot load GPS onto a Ship in your Harbor when its Contract fulfills, discard it.
- GRAPHICS CARDS** If you have the most of 4 Good types, you immediately win the game.
- HAWAIIAN SALT** All other players reveal their hand. Take all Agriculture Goods revealed this way into your hand, and 2 credits from the bank for each card taken.
- HELICOPTER** When a Luxury card is contracted by any player, put 4 credits on or next to Helicopter and take them at game end. These credits do not count toward your credit total during the game.
- HENTAI MANGA** When you fulfill an Illegal Contract (after this one), you may put that fulfilled Contract into your Crew or Goods instead of your fulfilled Contracts.
- HONEY** Take 2 credits from the bank for every Agriculture Good in all player's Goods (including yours).
- IMPORT/EXPORT DEFINITIVE EDITION** At the end of the game, take 6 credits for each Luxury Fulfilled Contract you have.
- ICELAND WATER** At any time, you may sell Agriculture Goods from your hand to the Supply Island for 2 credits each.
- IMPALAS** You may ignore Container color on your load requirements when loading Luxury Containers (this also applies when performing the Pirate action). Your blue Containers are now wild.
- IMPORT TAX** All other players pay 4 credits to the bank, if able. Then discard Import Tax instead of adding it to your fulfilled Contracts.
- IMPROBABILITY** If you have one of every color card in your Crew, Fulfilled Contracts, and Goods you win the game immediately. Gray Capital cards do not count as a colored card for this purpose.
- INSECTS** Give all Illegal Goods in your Goods area to another player of your choosing, which they must add to their Goods until they hit their Goods limit, any cards they receive that would take them over their Goods limit are discarded. Then take any one Good from that player's Goods area and add it to your Goods.
- INTEREST** All other players must give you a Good from their Harbor, of their choice, which you add to your Goods. Your Goods limit still applies, if you receive more Goods than you can store you may choose which of the new cards to keep and the remainder are discarded.
- IVORY** At game end if you have the most Illegal Goods take 6 credits instead of paying them.
- JASMINE TEA** You may contract as many cards as you like when performing a Contract action.

- JETS** When you fulfill a Contract, you may take one of the loaded Containers from it into your Goods before returning your Ship to the Open Sea.
- JIDOHANBAIKI** When you are the leader, you may declare a Draw action but take 2 credits from the bank instead of drawing.
- JOE WIGGINS** This fulfilled Contract counts as 1 Technology, 1 Agriculture, 1 Illegal, and 1 Consumer Good. It does not count toward your Goods limit.
- LAPTOPS** Draw 2 cards whenever you fulfill a Contract with a Technology Container loaded on it.
- LED LIGHTS** On your turn, you may swap 2 cards in your hand for 1 on the Supply Island.
- LEGOS** A Ship with this card on it as a Contract has no limit to the number of Contracts that may be added to it and no limit on the number of Containers that can be loaded onto it. The max payout is still capped (14 credits normally but may be different based on other powers in effect).
- LONG COATS** The innate value of your Luxury Goods is now 3 credits instead of 1.
- LUCKY CARDS** Pay 30 credits to the bank. Name a Good type and draw a card. If it matches the Good type you chose, take 50 credits.
- LUMBER** Whenever another player draws cards, you may perform a draw action.
- LUTEFISK** If Lutefish is in your hand and you meet the tier requirement, you may add it to a valid ship in your harbor as a Contract immediately at any time without performing a Contract action.
- MACHINE ARMS** When you lead with a Load action, you may Load as many cards from your hand as you wish and are able to.
- MAPLE SYRUP** When you take a Load action, if you have 30 credits or more, you may Load Maple Syrup for free.
- MARKET DATA** All players must give you 2 cards from their hand. If a player has less than 2 cards they give you as many as they can. You must then discard Market Data instead of adding it to your fulfilled Contracts.
- MASSAGE TABLES** Reveal cards from the deck until you have revealed 2 of the same type (for example 2 Technology cards). Take 1 credit for each card revealed (rounded up to the nearest even number of credits), and then draw all revealed cards into your hand.
- MERINO WOOL** Count the number of cards in your hand, then draw that same number from the draw deck into your hand.
- MINI VAN** When using a Pirate action, you may steal Containers from places other than the ones you would normally be able to. This includes from other players' Ships in their Harbor, the top of the draw deck, or a random card from any player's hand. If you are unable to Load the Container taken, it is discarded.
- MINERAL FUELS** For the rest of the game, draw up to 6 cards instead of 5.
- MOTHER LOAD** If you have 8 Illegal Goods you win the game immediately.
- MOUTHWASH** Take 2 credits whenever you fulfill a Consumer Contract after this one.
- MRI MACHINE** The game end trigger for credits is increased from 50 to 70.
- MUAY THAI SHORTS** Take 2 credits for each Contract that is on this Ship, including Muay Thai Shorts.
- MUJI PENS** Place your entire hand of cards on the Supply Island face up, then randomly take 3 cards from every other player's hands and add them to your hand. If a player has less than 3 cards you must take as many cards as you can. You may not choose to take less than 3 cards. You may do this even if you do not have any cards in hand.

**NANOBOTS** Every time you draw cards, you may use a free Load action if able.

**NEURAL UNITS** You may follow any lead action with a Load action. If you follow with a Load action, you may only take Load actions and not the declared action. You must still play a Load card to follow.

**NICE SUITS** If your Ships have the most Containers loaded onto them at game end, take 16 credits from the bank. This includes Ships in the Open Sea.

**OAT MILK** When any player Loads an Agriculture Container onto one of their Ships (including you), you may either take 2 credits from the bank, or draw 2 cards from the draw deck into your hand.

**OLIVE OIL** At any time, before the game ends, on your turn, you may discard Olive Oil from your fulfilled Contracts and take 2 credits from the bank.

**ONIONS** Whenever you fulfill an Agriculture Contract (Including this one) take 2 credits.

- **OPPOSITION LEAFLETS** All players must discard 1 card from their hand, of their choice, including you.

**PANTS** When another player imports from one of your Ships at sea with the Import action, take 4 credits from the bank instead of 2.

**PAPER** When you fulfill a Consumer Contract (including this one), you may import 1 Container from a Ship at sea into your Goods or Crew. The owner of the Ship does not take credits from the bank.

**PAPRIKA** When contracting a Ship, you can also load 1 Container for free, if able.

**PARTNERSHIP** If you have two Ships in your Harbor that have Contracts on them not exceeding a total load requirement of 4, you may put those Ships side by side. They are now joined together to form a Super Ship and Partnership is added to the Ship as a Contract. The Super Ship still only has a maximum load requirement of 6, but when its Contracts fulfill, take double the normal payout amount from the bank. Then add Partnership to your fulfilled Contracts, and place the Super Ship in the Open Sea. If another player besides you Imports from the Super Ship, you take 4 credits from the bank instead of 2. After all Containers have been removed from it, the two Ships return to your Harbor as separate Ships again.

- **PENS** Count the number of Consumer Goods in all players' Harbors, then take 2 credits for each.

- **PILLLOWS** Take 2 credits for every card in your fulfilled Contracts area.

- **PIRATES** All other players must pay 6 credits to the bank (or as many as they have). At the end of your turn, you immediately take another turn before play passes to the next player.

**PISTOLS** When any other player fulfills an Illegal Contract, they must pay you 2 credits.

- **PLATINUM RINGS** Draw until you have 8 cards in hand. You may then play any number of cards from your hand, in any order, performing the action of each one. Do not perform additional actions for your Crew and other players may not follow these actions or draw. You have a limit of 1 sale to the Supply Island, and cannot use additional Contract actions to skip Tier Levels.

**PLAYSTATIONS** For every 2 Technology Goods you have, you may load an extra Container when performing a Load action.

- **POCKY** Take 2 credits, draw 2 cards, and import 1 Container from a Ship at sea.

**POISON BOTTLES** You are now the Pirate King. When any player uses the Pirate action, they must pay you 2 credits. Limited to once per turn, meaning they may use multiple Pirate actions but pay only once.

- **POTATOES** Take 2 credits or draw 5 cards.

**PREFAB HOME** You may fulfill Luxury Contracts by loading half of the required Containers. If the Luxury Contract's load requirement has multiple colors, you may choose which to load.

**PROTRACTORS** Whenever another player imports Containers from a Ship at sea, if there are any Containers left on that Ship you may import 1 of them for free. No credits are paid to the owner.

- **RAILGUNS** Every player must give you either 4 credits, one of their fulfilled Contracts (which is added to your fulfilled Contracts), or 2 of their Goods (which are added to your Goods). If a player cannot complete one of these options in full they may not choose that option. Any player who cannot complete any of the 3 options in full does not give you anything.

**RAMEN** Take all of the Agriculture Goods from the Port of Tokyo into your Goods.

**RARE METALS** If you fulfill both a Technology and Consumer Contract on the same Ship, take an extra 4 credits from the bank.

- **RICE** Take 2 credits for every fulfilled Agriculture Contract you have, including this one.

**RICE COOKERS** Your Load cards also count as Contract cards and vice versa. This applies to both playing a card from your hand and your Crew (whether you are leading or following). If you are the leader, other players may follow the declared action, irrespective of the card you played. You can only perform one type of action per turn.

**ROBO-CATS** When performing a single Load action, you may load 2 Containers of the same type to count as 1 Technology Container. This may also be used with the Pirate action, but you must use two Pirate actions to secure the 2 Containers to be used at the same time. When determining the payout for the contract, it is the total number of Containers loaded onto the Ship that determine the payout. E.g. 4 Containers loaded as 2 Technology Containers count as 4 Containers for payment.

- **ROLLS ROYCE** Name any type of Good (the complete list is shown on the back of all Harbor cards) and reveal the top card of the draw deck. If it matches the type of Good you announced, you win the game immediately. Otherwise, put the card in your hand.
- **ROOIBOS TEA** Any players drinking tea take 2 credits from the bank.

**ROPE** When you are the leader, you may swap a card from the Supply Island with one from your hand. Limit one time per turn.

- **SANITIZER** Swap all of your Crew with all of your Goods. You will swap all the cards first, and then discard cards of your choice, if you are over the limit for either your Crew or Goods.

**SATELLITE** Every time a Contract is fulfilled, you may draw a card and load a Container. Limit once per Ship entering the Open Sea.

**SAUNA** If you win the bonus for the most of any Good type, double the amount paid. This includes paying 6 credits for having the most Illegal Goods, in which case you would pay 12 credits instead.

**SCOTCH** Every 2 Luxury Goods you have only count as 1 toward the limit of Goods you can have in your Harbor.

- **SCULPTURES** All other players draw 3 cards, then give you 2 cards of their choice from their hand.

**SEEDS** You may load any Container onto your Illegal Contracts.

**SEGWAYS** After being added to your fulfilled Contracts, you may move Segways to your Crew, Goods, or load it as a Container at any time (even at game end).

**SHAMPOO** You may take 3 Containers instead of 2 when importing if possible.

**SHOES** Whenever a contract fulfills (including this one) you may draw a card.

**SHOTGUNS** All players who perform their Pirate actions before you (the leader, or other following players who act before you) must give you 2 credits or 2 cards from their hand.

- **SHOWERS** Name a Good type, draw 2 cards. If any of them match it, take 8 credits.



**31 SMALL POODLES** Move Small Poodles to your Goods as soon as it is fulfilled.

**A SMALL TANK** When anyone fulfills a Contract, they must give you a card from their hand.

**SMART CARS** When performing the Load action, you may put a card onto the Supply Island instead of loading it onto one of your created Contracts, and take 2 credits from the bank. Limit once per turn.

**SOAP** You may ignore the Container color on your load requirements when loading Consumer Containers. This also applies when performing the Pirate action. Your black Containers are now wild.

① **SOLAR PANELS** Pay 2 credits to the bank, then move Solar Panels to your Goods when completed.

**SOUVENIRS** This card does nothing.

② **SOY SAUCE** You may transfer all of your Crew to your Goods; take 2 credits for each. Any cards above your limit are discarded.

③ **SPACECRAFT** If you have a ship that can take a Contract, you must Contract a card from the Supply Island if able. You must still meet the tier requirements as normal. If the Port of Tokyo is in play, you may ignore the costs to Contract.

④ **SQUID JERKY** Place Squid Jerky on the Port of Tokyo and take a different card from the 2 credit column, placing that new card into your fulfilled Contracts. If there are no cards in the 2 credit column, you must place Squid Jerky into your fulfilled Contracts instead.

**STEM CELLS** When you Pirate, you may pay 2 credits to add the Container to your Goods.

⑤ **STOLEN DOCUMENTS** Choose another player's fulfilled Technology Contract, replace it with Stolen Research, then add the stolen card to your fulfilled Contracts as if it were just fulfilled.

**STOLEN RICE** Take 2 credits from the bank whenever you pirate an Agriculture Container.

**STOLEN TIRES** Whenever you take a card from a Ship or the Supply Island with a Pirate action, draw 1 card from the deck into your hand and then take the next card from the deck and place it onto the Supply Island.

**STRETCH GOAL** Starting with you and continuing in clockwise order, all players will draw 2 cards, take 2 credits from the bank, and Import 1 Good into their Goods from a Ship at sea.

**SUGAR** When you Contract an Agriculture contract, take 2 credits from the bank.

⑥ **SURSTRÖMMING** No players may take a Pirate action until it is your turn again.

**SUSHI KNIVES** If you are able to, you may discard 4 Luxury cards from your hand and take 2 credits from the bank at any time (You will not refresh your hand until you take a draw action).

**TABLETS** All of your Ships now have the capacity to load up to 10 Containers. If fulfilled with 8-9 Containers, the payout is 18. For 10 Containers, the payout is 20 credits.

⑦ **TEJ** Count the number of Crew cards you have, then take credits equal to that number minus 2, rounded up to the nearest even value.

**TELESCOPES** You may trade your Technology Goods for 4 credits each at any time, but it must be before end game bonuses are calculated.

**TELEVISIONS** You may ignore Container color on your load requirements when loading Technology Containers. This also applies when performing the Pirate action. Your green Containers are now wild.

**TESLAS** Your supply crew count as Goods of any type of your choosing at game end, but must be declared before end game bonuses for the most of each Good type are awarded.

**TORTILLAS** You may load any color Container onto Tortillas. You must still meet the tier requirement to contract Tortillas.

**TOTO TOILETS** When using a Contract action, you may Contract from the Port of Tokyo instead of from your hand, without paying any credits.

**TOYOTA** Whenever one of your Ships returns to Harbor, draw 3 cards.

**TSUKIJI FISH** You may Contract a Luxury or Agriculture Contract from your hand as many times as you like on your turn, without taking an action.

**UNPASTEURIZED CHEESE** Place in your Crew as a Pirate Crew.

**US DOLLARS** Add to your fulfilled Contracts. You may discard US Dollars at any time to act as a virtual Crew of any action type, for one turn only.

⑧ **VACCINES** Take all of the cards on the Supply Island into your hand.

⑨ **VACUUMS** All players must give you their entire hand or one of their Luxury Goods.

**VELVET ROBES** All of the cards in your hand are worth 1 credit each at game end.

**VOLKSWAGEN** All Technology cards in your Goods count as 2 cards toward your tier requirement. This also applies to gray Capital cards.

**WATER NOTEPAD** No player (including you) can Pirate your Ships.

**WHEAT** You may ignore Container color on your load requirements when loading Agriculture Containers. This also applies when performing the Pirate action. Your yellow Containers are now wild.

⑩ **WIND TURBINES** Wind turbines copies any other tier 1 level or lower fulfilled Contract. This power must be decided immediately upon completion, and the power is then set for the rest of the game. You may copy any type of power, immediate or passive. If there are no tier 1 level or lower fulfilled Contracts, this power does nothing.

⑪ **YAKUZA ART** If you have a Consumer Good in your Goods draw 5 cards. If you have a Technology Good in your Goods, take 4 credits from the bank. You may perform both if able.

**YEN** Permanently tuck Yen under one of your ships. For the rest of the game, it now has 1 less load requirement for the first Contract contracted onto it.

⑫ **YERBA MATE** Turn the draw deck over so it is face up. It will remain this way for the remainder of the game, but players are not allowed to look past the top visible card.

⑬ **YOGURT** If you Load or Pirate Yogurt, you will draw 4 cards immediately, then all other players will draw 2 cards immediately, in a clockwise order.

## ALTERNATIVE WAYS TO PLAY

The default rules of the game use cards as Containers and the container tokens are only used to represent credits. However, there are two variants presented here:

① Whenever a card would be loaded as a Container on a ship, instead of placing the card with the Ship, discard the card and take a physical container from the supply of the matching color, placing it on that Ship.

When performing the Pirate action, simply take the Container from one Ship and place it on your Ship.

When performing the Import action, take the Containers from the Ship, return them to the supply and look through the discard pile one card at a time until you find a card matching the Container you took. Take that card from the discard pile and place it as your Crew / Goods. Leave the other cards in the discard pile in the same order.

AND

② In addition to using the physical Containers as described above, you may also use them for your Crew and Goods. Any time a card would be added anywhere as a Container, Crew, or Good, discard that card and place a matching physical Container instead. To save even more table space, you can play with the crib Harbor cards, shown on the back of the fulfilled contract payout ship card.

Note: Capital expansion cards are grey and count as wild containers. When used, you must decide what color of Container they become and place the appropriate one.

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