DARK FLIGHT

IMPORT
EXPORT

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IMPORTING / EXPORTING
IN THE 21ST CENTURY!

In an unprecedented time of global economic growth, you sit in a position of potential as a specialized shipping expert dealing in imports and exports!

CONTENTS

112 Playing Cards
    100 Goods Cards (each with a unique power)
        20 Technology Cards
        20 Agriculture Cards
        20 Consumer Cards
        20 Illegal Cards
        20 Luxury Cards
    12 Ship Cards (2 of each color)
6 Large Harbor Cards
1 Large Supply Island Card
42 Red Credit Rectangles (10 credits)
50 White Credit Cubes (2 credits)

OBJECTIVE

To have the most credits at game end! Be careful though, as there will be a passive and an active economy of credits. When any player has reached 50 active credits (in white and red physical currency) the game will end immediately after finishing the current turn.

Throughout the game you will be gaining active credits by completing shipments, selling cards, and using unique powers from your completed shipments. You will gain passive credits by importing goods and using special powers from your completed shipments.

THE CARDS

Each card contains various information detailing how it can be used in the game. The different parts of the card are described below.

CONTRACT TITLE AND POWER

Each card will have a unique name, and a unique power which will be gained, or used only once when completing its shipment.

🔼 marked cards are an exception to this, and may be used at any time based on the text of the card.

ACTION

On the left side of each card is an action type. You play cards from your hand to declare an action on your turn, or to follow another player's action. The card can also grant bonus actions when it is placed in your imports.

LOAD REQUIREMENT

Once contracted as a shipment, each card requires a certain number and color of container to be loaded onto its shipment in order for it to complete. This is shown on the bottom left of the card.

GOOD TYPE

On the right side of each card is the good type. Cards imported as goods grant end-game credit bonuses and tier levels for contracting shipments.

TIER LEVEL

Before a card can become a shipment contract using the contract action, you must meet the tier level on the card. Each filled in circle means you will need one collected good of the same type to contract it.

①CUPS
Draw 5 cards

IMPORT

CONSUMER

CUPS

SHIP CARDS

Each player will have two ship cards of the same color. These cards offer 1 tier in the matching good color, and will be used to tuck goods cards under as shipment contracts or loaded containers.

+1 to Supply Island
2-3 Containers: 6 credits
4-5 Containers: 10 credits
6 Containers: 14 credits
CONSUMER
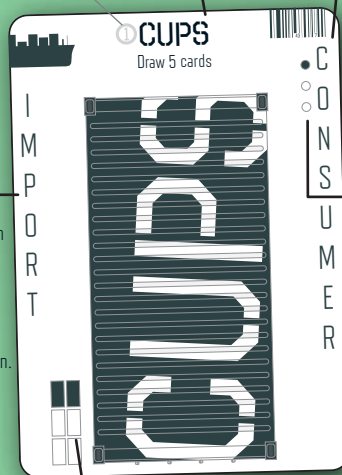
YOUR HARBOR

In your harbor you will store your imports, goods, and completed shipments. You will also contract and load cards onto your ships here.

THE OPEN SEA

When you complete a shipment from your harbor, your ship card and all loaded containers on it are sent to the open sea.

IMPORTS

Imports are stored here and grant the ability to use free actions without playing cards from your hand when following another player's declared action, or to do your own declared action multiple times. They may not be used or traded for draw actions. You can gain cards for your imports by using the import action, or the supply action.

The number of imports you can have is limited by the number of shipments you have completed at a 1 to 1 ratio. You start with a base of 1 shipment, so you may always have at least 1 card in your imports. In this example, since there is also 1 completed shipment, you may have up to 2 cards in your imports.

COMPLETED SHIPMENTS

The card contracted as a shipment is tucked under your shipments area, and you gain its power.

LAPTOPS
Draw 2 cards whenever you complete a shipment with a technology container on it

SHIPMENTS
BASE 1

CONTRACT	Start a new shipment with a good card from your hand	:1:6
LOAD	Load a container from your hand to a ship in your harbor of the same good type	:1:6
IMPORT	Pick a ship at sea to bid on, winner takes 2 containers from it and puts 1 in imports, 1 in goods, or both in goods	:1:6
PIRATE	Take one container from a ship at sea or the supply island, and load it on one of your ships	:2:-6
SUPPLY	Sell a card to the supply island for 4 credits (max one time per turn) or take a card from the supply island in to your imports	:1:8
		:10

□ = 2 credits
▮ = 10 credits

HARBOR

GOODS

Imported goods cards are tucked under your goods area here. You can have a max of 2x your completed shipments, starting with a base of 1. In this example, you could have 4 goods, 2 for your base, and 2 for the completed 'LAPTOPS' shipment. Each good also counts as 1 tier in the related type. This player would have tier 1 Illegal, tier 1 Luxury, and tier 1 Technology because they are the green technology player and start with a tier 1 in technology.

END GAME BONUS

Each collected goods card is also worth a base value at game end, as shown on the left column of values: each technology good is worth 1 credit, each illegal good is worth 2 credits, and so on.

In addition, the player with the most of each type of good will also receive an extra bonus as shown in the right column of values: The player with the most agriculture goods will receive 6 credits, the player with the most illegal goods must pay 6 credits to the bank, etc. If you manage to collect at least one of each good type, you will also receive 10 credits as a bonus at game end.

COMPLETING SHIPMENTS & THEIR PAYOUTS

In order to complete a shipment, you must first load the correct number of containers onto that shipment as shown by the load requirement. In this example, 'LAPTOPS' requires two technology containers to be loaded onto it before it will be completed. Once the overall load requirement has been met, a shipment completes immediately and the player will receive credits from the bank given the number of containers that were loaded as shown on the player's ship, followed by tucking the shipment contract under the shipments section of their harbor card.

Players may 'contract' multiple shipment contracts under a single ship card as long as the total load requirement does not exceed six loaded containers.

LAPTOPS
Draw 2 cards whenever you complete a shipment with a technology container on it

+1 to Supply Island

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

TECHNOLOGY

MRI MA...
Game end condition is how 60 credits

...ELLITE
Every time a shipment is made, draw a card and load one container

SETTING UP

● If playing with less than 6 players take out the light grey harbor and ship cards, then randomly assign each player one of the remaining harbor cards. Place the extra harbor cards and their matching ship cards back in the box. (Note that the light grey harbor and ship cards should only be used if playing with 6 players, and grant 4 extra credits to the player who receives them when setting up)

● Take the remaining ship cards and place one of each color anywhere in the open sea, and one in the matching player's harbor area.

● Place the supply island in the center of the play area.

● Shuffle all of the goods cards and place them next to the supply island.

● Seed each of the ship cards in the open ocean with four goods cards from the draw deck.

● Seed the supply island with cards from the draw deck equal to the number of players.

● Give each player five white credit cubes, which are worth 2 credits each. (Note that white cubes are 2 credits, and red rectangles are each worth 10 credits. You will only be able to spend or gain credits in increments of 2 credits when using active currency)

● Place the remaining credits by the draw deck as the bank.

● Deal five cards to each player from the draw deck as their starting hand.

OVERVIEW

Becoming an Import / Export expert will take some time to get the hang of, especially for first time players, so it is suggested to play a sample round of each action before starting. The general flow of the game will consist of the leading player declaring an action, followed by all other players either following the leader's action or drawing, in clockwise order. The next player in clockwise order then becomes the new leader, and this repeats until a game end condition is met. When a player reaches 50 active credits, draws the final card from the draw deck (with no cards left in the discard to recycle), or has a special shipment the game will end.

PLAYING A TURN

1 The leading player may either:

- Draw until they have five cards (or one additional card if they have five or more), in which case the turn will end now.

(or)

- Declare an action by playing a card* from their hand to their harbor card of the matching action type they wish to take.

2 If an action is declared, then in clockwise order all other players may either:

- Draw until they have five cards (or one additional card if they have five or more). This happens immediately.

(or)

- Follow the leader's declared action by playing a card* from their hand matching the action type, onto their harbor card.

3 Once every player has decided to draw or follow, the leading player may perform one action of the declared type, plus an additional action of that type for each card in their imports that matches it.

4 In clockwise order all other players now get to take one action of the declared type if they chose to follow, plus an additional action for each card in their imports that matches that action type. If a player chose to draw instead of follow, they may still take one action of the declared type for each matching action card in their imports.

5 Once all players have finished, put all cards that were played out of players' hands to lead or follow an action into the discard pile. The next player in clockwise order then becomes the new leader and the next turn will begin starting from the first step.

EXAMPLE TURN

PLAYER 1 plays a load card from their hand to their harbor to declare load as the action of the turn.

PLAYER 2 chooses to draw, and because they also have two load cards in their imports they may follow the load action twice as well.

PLAYER 3 plays a load card from their hand to follow the declared load action.

PLAYER 1, **PLAYER 2** and **PLAYER 3** now execute their load actions by loading cards from their hand (not the cards played to declare or follow) onto their ships in clockwise order. All cards played to the harbor are discarded.

*TWO CARD WILD

It is also possible to declare or follow an action by playing two cards of the same color as a wild.

SHIPMENTS

Before getting into the actions, let's go over how shipments work, as well as a few other special rules. Completing shipments will not only be a main source of income in the game, but also a powerful tool that will allow game changing engines to be built.

CONTRACTING MULTIPLE SHIPMENTS

When contracting multiple shipment contracts at once onto a single ship card it is important to keep in mind that this new multi-card shipment must now meet its total load requirement before any of its contracts will complete. In this example, MRI MACHINES requires 2 technology containers, and DIAMOND RINGS requires 4 luxury containers to be loaded onto the shipment. When all 6 containers have been loaded, the player will take 14 credits from the bank and gain both of the special powers into the shipments area of their harbor, starting with the first contracted.

COMPLETING A SHIPMENT

When all of the containers have been loaded to fulfill the load requirement of the shipment contract(s) the shipment is completed immediately. Seed the Supply Island, take credits for the number of loaded containers, add the contracted card(s) to the shipments in your harbor, and send the ship/loaded containers to sea. The effects of any completed shipments with a ⏱ happen immediately and you gain the power of any completed shipment in your harbor.

SEEDING THE SUPPLY ISLAND

Whenever a shipment is completed, take one card from the draw deck and add it to the supply island. This can be easy to forget, so it is suggested that all players keep track of this as the game progresses. Note that only one card will be added for each ship card that enters the open sea. In the example above, even though there are two contracted shipments, when they both complete only one card will be added to the supply island.

## DISCARDING SHIPMENT CONTRACTS

At any point when a player is the leader of the turn, they may discard any shipment contracts from a ship they have contracted to previously. Move these contracts to the discard pile, leaving any loaded containers.

RETRIEVING SHIP CARDS

When the game starts and as more shipments are completed, ship cards will be sent to the open sea loaded with containers on them. The only way to get your ship cards back to your harbor is to have all of the loaded containers imported or pirated off of them.

KEEPING SHIPS AVAILABLE

In order to contract new shipments to your ship cards, you must first have an available ship card in your harbor. This is important to keep in mind as you may miss out on following another player's contract action if all of your ship cards are out in the open sea.
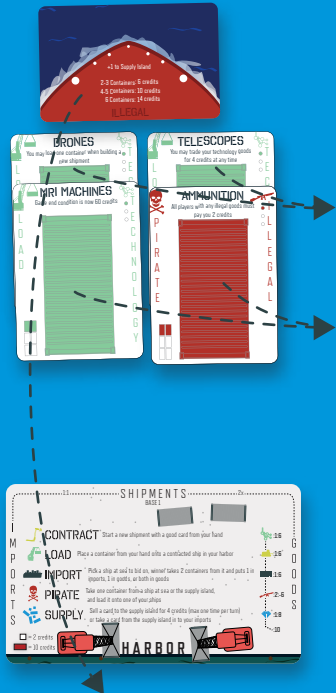
A FLUID ECONOMY

While contracting two shipments at once on the same ship card as shown to the left may seem like a good idea, this is an advanced strategy and should be avoided when starting out. Try only contracting and completing one shipment at a time for the first few games. This will make your limitation on imports and goods accelerate at a faster rate, while also granting you new powers to make completing shipments a faster process.
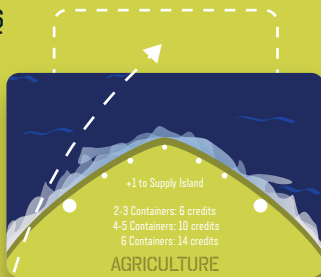
HOW TO SPLAY IT

The illustrations in this rulebook show a suggested way to keep your shipments organized by tucking and splaying cards, however, there is no right way to splay it, so long as your contracts are kept separate from loaded container cards. Try experimenting with alternate splays.

CONTRACT

When using the contract action, you will take a card from your hand that you meet the tier requirement for, and contract it to a ship in your harbor.

QUICK NOTES

Any player can contract any good type they choose, they are not limited by their player color. The max total contracted load requirement for a single ship is six containers.

+1 to Supply Island

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

AGRICULTURE

HAWAIIAN SALT
All players reveal their hand, take all agriculture cards, and 2 credits for each

SALT

TIER LEVEL REQUIREMENTS

Each good will require a certain tier level to contract it, ranging from 0 to 3. Each filled in bubble is 1 tier, so HAWAIIAN SALT is a tier 2 agriculture good. This means that you must have at least 2 agriculture cards in the goods area of your harbor, or be the yellow player and have at least 1 agriculture card in the goods area of your harbor, or use multiple contract actions to skip tier levels as mentioned below.

MULTIPLE CONTRACT ACTIONS

If you have any contract cards in the imports area of your harbor, it is possible to use multiple contract actions on the same turn. You could contract multiple cards from your hand, and/or, you may use the extra contract actions after the first to skip tier level requirements. For example, if you wished to contract a tier 2 luxury good, but only had a tier 1 in luxury, you could use two contract actions on your turn to skip the second tier level, thus contracting the tier 2 shipment. This works for any good type, and stacks, so you could theoretically contract a tier 3 shipment by using 4 contract actions at once, assuming you had enough contract cards in your imports area.

CONTRACT

AGRICULTURE

LOAD

When using the load action, you will take a card from your hand and load it onto a shipment with a valid load requirement in your harbor.

CONTAINERS

Loaded containers come from your hand, and only the color of the container matters. You may ignore all other text and symbols on the card being loaded.

LAPTOPS
Draw 2 cards whenever you complete a shipment with a technology container on it

+1 to Supply Island

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

TECHNOLOGY
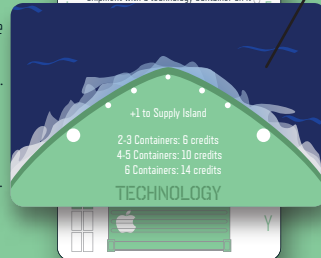
TO LOAD

In order to use a load action, you must first have a contracted shipment on a ship card. If you have no contracted shipments, you may not use a load action.

MULTIPLE LOAD ACTIONS

When you use multiple load actions within the same turn, by for instance having a load card in your imports and playing a load action from your hand, or simply by having multiple load cards in your imports, the process is very straight forward. To play multiple load actions you simply load as many cards from your hand as load actions that you have for the turn.

COLOR MATTERS

Notice how technology shipments have green colored containers in their load requirement? That's because you may only load technology goods onto those shipments.

MRI MACHINES
Game end condit on is now 60 credits
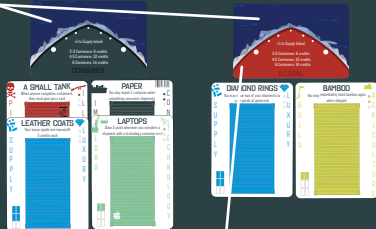
LOAD

LOAD

TECHNOLOGY
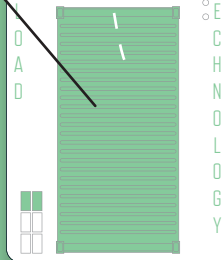
🚢 IMPORT

When using import, select a ship in the open sea, hold a bid for the ship's goods against players also using import, and the winner takes two cards.

THE LEADER

Chooses any ship in the open sea to be bid on. All other players who followed the leader's import action will be involved in the bidding, with the leader breaking ties.

BIDDING

All players involved in the bidding process will secretly put credits in their fist, and reveal them simultaneously. The highest bidder pays their bid to the bank, chooses two cards from the ship that was bid on, and adds them to their harbor as follows: up to one card in their imports, and/or up to two cards in their goods (their choice, limited by capacity).

MULTIPLE IMPORT ACTIONS

If any players play more than one import action during a turn due to having import action cards in the 'imports' section of their harbor, there will be multiple rounds of importing goods. The leader will always decide which ship will be bid on, even if they are not involved in the following import actions/bidding rounds. All of the other rules still apply, bidding will take place as usual, but only players who played an additional import action beyond the last will be involved in the bidding.

For example, say Player 1 leads an import action and follows his import action with a second import action from an import card in his 'imports'. Player 2 then follows with a single import action by playing an import card from her hand. Player 3 draws, and then follows with three import cards in her 'imports'. P1 will then choose a ship to bid on, and all players will bid. P1 then picks a second ship, only P1 and P3 will bid on this ship. Finally P1 picks a third ship, and P3 takes two containers for free.

SHIP OWNERSHIP

Whenever container(s) are imported from an import action by anyone other than the owner, the owner takes 2 credits from the bank per won bid. If a ship is emptied of containers, it returns to the owner's harbor.

☠ PIRATE

When using the pirate action, take one container from a ship at sea or the supply island, load it onto one of your ships if able, otherwise discard it.
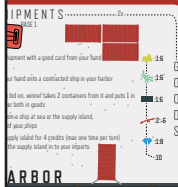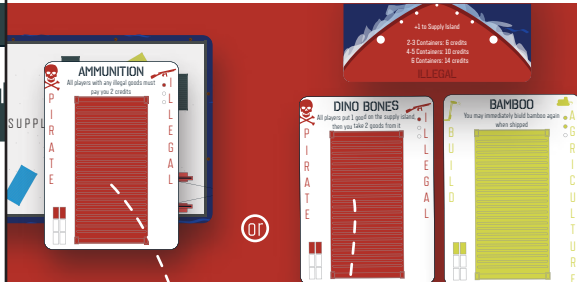
AN EMPTY SHIP

If the last container is pirated from a ship at sea, that ship will return to the owner's harbor, and unlike with the import action, the owner of the ship will not receive any credits from the bank.

PIRATING YOUR SHIPS

If you are in need of a ship to contract onto, it may be advantageous to pirate your own ship to bring it back to harbor. If you pirate containers but cannot load them, they will simply be put in the discard pile.
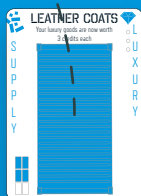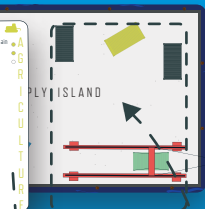
MULTIPLE PIRATE ACTIONS

When using multiple pirate actions in a turn, it is important to remember that the leader of the turn will execute all of their pirate actions before moving clockwise to the next player, who will then execute all of their pirate actions and so on.

SUPPLY

When using the supply action, either sell a card to the supply island for 4 credits, or take a card from the supply island into your imports.

SELLING TO THE SUPPLY ISLAND

The first option is to sell a card from your hand to the supply island, taking 4 credits from the bank in exchange.

or

TAKING A CARD FOR YOUR IMPORTS

The other option is to take a card from the supply island and add it to your imports

MULTIPLE ACTIONS

When using multiple supply actions on your turn, you may choose to do them in any order, however you may only sell one card to the supply island regardless of how many supply actions you take for the turn. There is no limit to how many cards you can take for the extra actions.

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ENDING THE GAME

The game will end if any of the following conditions are met:

- A player has 50 or more active credits
- There are no cards remaining in both the draw deck and the discard pile (Note that throughout the game if at any point the draw deck should run out, simply shuffle the discard pile and create a new draw deck from it)
- A special condition from a completed shipment is met (This will be noted clearly on the card's power)

The current turn will then finish playing out, and scoring will follow.

SCORING

Players will now add up their credits as follows:

- White cubes are worth 2 credits each
- Red rectangles are worth 10 credits each
- Each container that has been loaded onto a shipment that remains in your harbor (Meaning the shipment is not completed) is worth 2 credits
- Each technology, agriculture, consumer, and luxury good in the players' goods area is worth 1 credit, and each illegal good is worth 2 credits
- The players with the most technology, agriculture, and consumer goods will each receive 6 credits, the player with the most illegal goods will pay 6 credits to the bank, the player with the most luxury goods will receive 8 credits, and all players with 1 of each good type will receive 10 credits
- In a tie for the most of a good type, players split the bonus rounded up (in the case of Illegal goods rounded up toward 0)
- Take into account all bonuses from completed shipments

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

EXTENDED GAME

If the standard game feels too short, all players may agree to play to a higher active credit amount such as 80 credits or beyond. All other cards will remain the same and play will be identical.

FAQ

● Is it possible to take 2 draw actions on the same turn? No, it is only possible to take one draw action per turn.
● Can I discard a card if it was Imported but there was no room for it in my Imports or Goods? Yes, if the card cannot be put anywhere, discard it.
● If my goods or imports are already full when using import or supply, can I swap new cards out for older ones? No, cards may not be swapped out.
● If you weren't the highest bidder for an import action, do you pay? No.
● Can I import from a ship at sea if it only has a single container? Yes.

GOODS APPENDIX

⬆ This symbol means the power may be used at any time depending on the text of the card. You must still meet the tier requirement to use it.
① This symbol means the power is a one time use that will be executed immediately upon the shipment completing. You will still add these cards to the shipments area of your harbor.

① **ALMONDS** If you have 18 or less active credits take 8 credits from the bank, otherwise take 4 credits from the bank (you will take into account credits earned from this shipment).
① **AMMUNITION** All other players with any illegal goods pay you 2 credits.
① **APPLES** Add an agriculture card from your hand to your shipments, then activate its power if applicable as if it were just completed (you do not have to meet the card's tier requirement).
BACKPACKS Every time a ship is returned to a harbor from the open sea from now on, you may draw a card (the returned ship can be any player's ship, not just your own).
① **BAMBOO** If you have an available ship, you may contract bamboo for free as soon as it completes.
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.
① **BEER** Instead of adding beer to your shipments when completed, 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 using the pirate action). Your red containers are now wild.
⬆ **BOK CHOY** If Bok Choy is loaded as a container on a shipment that is not an agriculture shipment, take 2 extra credits from the bank when that shipment completes.
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 player's goods, take 4 credits.
CANDY Your consumer contracts now have a rainbow load requirement.
CANNABIS If any player imports any red containers during an import action, they pay you 2 credits.
CANNONS Every pirate card in other players' imports also counts as yours, don't apply your limit.
CELL PHONES When you use the load action, you may a draw a card instead of loading one from your hand. If the drawn card is capable of being loaded onto one of your shipments, you must load that card, otherwise, keep it in your hand.
CHAIRS When any other player uses a draw action, you may discard a card from your hand.
CHAMPAGNE If you have the most completed shipments at game end, this is worth 8 credits.
CHAPSTICK Whenever a consumer good is added to any player's goods, take 2 credits.
① **CHICKEN FEED** When completed, any other player may speak up and buy Chicken Feed from you for 6 credits and place it into their completed shipments. Otherwise it is completed as normal.
COFFEE Your agriculture contracts now have a rainbow load requirement.
COLOGNE At game end, choose one action type from your imports and take 4 credits for each card of that type in your imports.
① **CUPS** Draw five cards.
① **DANGER PETS** All players must give you 2 credits.
DIAMOND RINGS At game end move two of your completed shipments to your goods, ignore limits.
① **DINO BONES** All players must take one of their goods (If they have any) and place it on the Supply Island, you then take any two cards from the Supply Island into your goods.
DRONES Whenever you contract a new shipment, you may also draw 1 card.
DRUGS When you use the pirate action, you may take an extra container from any ship at sea (Limit once per turn).
FAKE DVDS When another player spends or loses 4 or more credits, take 2 credits from the bank.
FERRARIS Counts as a virtual one of every good type in your goods. Does not affect your limit.
FIXIE BIKES Whenever a container is loaded from a load action (not pirate), take 2 credits.
① **FLAMETHROWERS** 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 complete a shipment, you may take a loaded container from it into your hand (limit one container per ship)(this occurs after receiving payment for the shipment).
⬆ **FLOUR** If you meet the tier requirement, and have 4 other partners valid to load onto this fFour shipment in hand, you may then play a contract action and load all 4 containers at once.
① **FLUFFY PILLOWS** Take 2 credits for every completed shipment card in your shipments area.
FOXES You now break all ties (this is especially important for import bids and good bonuses).
GENERATORS Your technology contracts now have a rainbow load requirement.
① **GLASSES** Take one free import action by yourself.

GOLD TOILETS Take 6 credits for each of your completed luxury shipments at game end.

GOLD WATCHES Your luxury contracts now have a rainbow load requirement.

⟳ **HAWAIIAN SALT** All other players reveal their hand, take all agriculture goods revealed this way into your hand, and 2 credits for each card taken, from the bank.

HELICOPTER Whenever a luxury good is contracted, put 4 credits on or next to helicopter and take them at game end (these credits do not count toward your active credit total during the game).

⟳ **HONEY** Take 2 credits from the bank for every agriculture good in any player's goods (Including yours).

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 using the pirate action). Your blue containers are now wild.

JASMINE TEA When you use the contract action, you may also sell one container from your hand to the supply island for 2 credits (limit once per turn).

JETS When you complete a shipment, you may take one of the loaded containers from it into your goods before sending your ship to the open sea.

LAPTOPS Draw 2 cards whenever you complete a shipment with a technology container loaded on it.

LEATHER COATS The innate value of your luxury goods is now 3 credits instead of 1.

LUMBER Whenever another player draws cards, you may draw one card.

⊚ **LUTEFISK** If Lutefisk is in your hand and you meet the tier requirement, you may contract it as a shipment contract immediately at any time without using a contract action.

⟳ **MASSAGE TABLES** Draw cards until you get two of the same type (for example two technology cards, or two agriculture cards) then take credits equal to the cards drawn this way rounded up to evens.

MINI VAN When using pirate, you may take your stolen container from anywhere (this includes containers loaded onto other players' ships in their harbor, the top of the draw deck, or a random card from any player's hand, however you must still be able to load the container taken or it is discarded. You may not take the container from anywhere that wasn't listed here).

MOUTHWASH Take 2 credits whenever a consumer shipment is completed after this one.

MRI MACHINES Game end condition is now 70 active credits (even if playing an extended game).

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

NEURAL UNITS You may follow any led action with a load action. If you follow with a load action, you may only take load actions and not the declared action.

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).

ONIONS Whenever you complete an agriculture shipment (Including this one) take 2 credits.

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 complete a consumer shipment (including this one), you may import 1 container from a ship at sea into your goods or imports (the owner of the ship will not take credits from the bank).

PAPRIKA When contracting a new shipment, you can also load 1 container if able for free.

⟳ **PENS** Count the number of consumer goods in all players' harbors, then take 2 credits for each.

PISTOLS When any other player completes an illegal shipment they must pay you 2 credits.

⟳ **PLATINUM RINGS** Draw until you have 8 cards in hand. You may execute the actions for all cards in

your hand in any order (no players may follow these actions, do not take into effect your imports). Limit 1 sell with Supply, no stacking Contract actions to skip tier levels.

⟳ **PLAYSTATIONS** For every 2 technology goods you have, you may load an extra container with load.

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

⟳ **POTATOES** Take 2 credits and draw 2 cards.

⟳ **PRINTED MONEY** Take one loaded container from one ship from each of your opponents (this may be a ship at sea or a ship in harbor) and either load it if possible, or keep it in your hand.

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 credit payment is paid to the owner).

RAILGUNS Every player must give you either 4 credits, one of their completed shipments (which will be added to your completed shipments), or two of their goods (which will be added to your goods).

REFRIGERATORS Every 2 technology goods you have count as 1 virtual load import (this will not affect the number of imports you may have).

⟳ **RICE** Take 2 credits for every completed agriculture shipment you have including this one.

ROBOT CATS You may load 2 containers of the same type to count as 1 technology container (using a single load action). This may also be used with the pirate action, however you must use two pirate actions to secure the two containers to be used as one. It is possible to receive a higher payout when the shipment loaded with these extra containers is completed if the next level of payout is reached.

⟳ **ROLLS ROYCE** Name any good card (the complete list is shown on the back of all harbor cards), draw the top card of the draw deck, if it matches you win the game immediately.

⟳ **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).

SATELLITE Every time a shipment is completed (limit one time per ship entering the open sea), you may draw a card and load a container.

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).

SEEDS Your illegal contracts now have a rainbow load requirement.

SEGWAYS After being added to your completed Shipments, you may move Segways to your Imports, 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 shipment is made (including this one) you may draw a card.

SHOTGUNS All players who pirate before you (you follow their pirate action, this includes players who followed the leader's pirate action before you) must give you 2 credits or 2 cards from their hand.

⟳ **SHOWER HEADS** Name a good type, draw 2 cards, if any of them match it take 8 credits.

⟳ **SMALL POODLES** Move Small Poodles to your goods as soon as it is completed.

A SMALL TANK When anyone completes a shipment, they must give you a card from their hand.

SMART CARS When using the load action, you may put a card onto the supply island instead of loading it onto one of your shipments and take 2 credits from the bank (limit once per turn).

SOAP You may ignore container color on your load requirements when loading consumer containers (this also applies when using the pirate action). Your black containers are now wild.

⟳ **SOY SAUCE** You may transfer ALL of your contract imports to your goods, take 2 credits for each. Any cards above your good limit are discarded.

STOLEN RESEARCH Choose another player's completed technology shipment, replace it with Stolen Research, then add the stolen card to your shipments as if it were just completed.

SUGAR When you contract an agriculture shipment, take 2 credits from the bank.

TABLETS All of your ships now have the capacity to load up to 8 containers, and if completed with 8 containers loaded onto one of them, the payout will be 18 credits.

TELESCOPES You may trade your technology goods for 4 credits each at any time, including at game end, 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 using the pirate action). Your green containers are now wild.

TESLAS Your supply imports 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.

THE MOTHER LOAD If you have 8 illegal goods you win the game immediately.

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

VINTAGE WINES Take an additional 20 credits at game end if you have 2 of every good type.

WHEAT You may ignore container color on your load requirements when loading agriculture containers (this also applies when using the pirate action). Your yellow containers are now wild.

WIND TURBINES Wind Turbines copies any other tier 1 level or lower completed shipment. 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 completed shipments, this power does nothing.

(j) EXPANSION CARDS FROM JUTAKU

APPLE WATCH Every pair of luxury and consumer goods you have are worth 6 extra credits.

CHEAP SHIRTS At game end move all of your imports to your goods. Account for your goods limit.

DYSON VACUUMS All players must give you their entire hand or one of their luxury goods.

GRAPHICS CARDS If you have the most of 4 good types, you win the game.

LED LIGHTS On your turn, you may swap 2 cards in your hand for 1 on the supply island.

OYSTERS You may contract luxury shipments for free at any time without an action.

POCKY Take 2 credits, draw 2 cards, and import 1 container from a ship at sea.

RICE COOKERS You may declare or follow load and contract actions interchangeably, but you may only use all load or all contract actions for the turn. You cannot both contract and load on the same turn.

STEM CELLS When you pirate, you may pay 2 credits to add the container to your goods.

WHOLE WHEAT You may take 2 credits or draw 2 cards whenever an agriculture container is loaded.

(K) KICKSTARTER EXPANSION CARDS

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

AEROPONICS If a ship you own at sea is reduced to only 1 loaded container on it, it will return to your harbor with the container, and if the color of the container is correct it may be used toward a future contract's load requirement.

BOARD GAMES If you have one of every good type in your completed shipments, you no longer have a limit to the number of cards you can place in the imports section of your harbor.

CAN OPENERS You can no longer trigger game end.

CERAMICS At game end, for every 2 consumer goods you have also add 1 virtual luxury good to your total good count. This will not take into account your goods limit.

DELAYED GAME All other players pay 10 credits to the bank, then take 2 turns on your next turn. This means you declare 2 actions on your next turn, one in a row, other players may still follow you.

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

IVORY At game end if you have the most illegal goods take 6 credits instead of paying them.

SCOTCH WHISKY Every 2 luxury goods you have only count as 1 toward the limit of goods you can have in your harbor.

PREFAB HOMES You may complete luxury shipments by loading half of the required containers. If the luxury contract's load requirement has multiple colors, you may choose which to load.

RARE METALS If your ship completes its shipment with both a technology and a consumer contract on it, take 4 extra credits from the bank with your normal payment.

STOLEN RICE Take 2 credits from the bank whenever you pirate an agriculture container.

STOLEN TIRES Every time you use a pirate action, draw a card and seed the Supply Island.

STRETCH GOALS All players draw 1 card, take 2 credits, import 1 good, and then you take 2 free actions by yourself that may not be followed. You will not spend cards to take these actions, simply state what they will do. Do not take into effect your imports. Ship owner's will not take credits for the imports.

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

CAPTAIN EDITION CARDS

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

EXCLUSIVE CARDS Pay 30 credits to the bank, name a good type (ie luxury), draw a card, if it matches the good type you chose take 50 credits.

EXOTIC FISH If you have twice the active currency of any other player (when compared individually) and the most goods (in quantity) you win the game.

SPECIAL THANKS

TRANSLATIONS

Import / Export has been translated into Japanese, Korean, Traditional Chinese, German, French, Spanish, and Italian. Please visit www.darkflightgames.com for all supporting documents.