



PORT ROYAL

a savvy card game
for 2-4 players aged 8 and up
by Alexander Pfister

unterwegs



INTRODUCTION

In the harbor of Port Royal life is bustling and you hope to make the deal of your life. Can you gain the favor of a wholesaler? Or will you even let passengers on your ship? Do not risk too much or you will regret it big time ...

COMPONENTS

60 cards, comprised of



10 Wholesaler



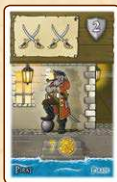
10 Sailors

32 Persons

(some of which are identical in all but hire costs and victory point gain), comprised of



2 Pirates



10 Passengers

**3 Tax
Increases**



25 Ships, comprised of



2x1

2x2

1x4

2x1

1x2

2x5

2x1

1x3

2x5

2x1

1x3

1x6

1x

2x2

1x4

1x7

1x

Combining *Port Royal unterwegs* and *Port Royal*:



All the *Port Royal unterwegs* cards showing 2 nails in the top right corner (above the shield) can be added to the *Port Royal* cards. These are 5 Wholesalers, 5 Passengers and 10 Ships.

SETUP

Shuffle all cards and set them face down on the table. This is the draw pile. Leave a little space next to it for an open discard pile. Each player now starts with 3 coins that are dealt from the draw pile to each player as face down cards into their personal display, with only the golden coins showing.

Important note regarding the cards:

The fronts of the cards are showing various Ships, Persons and Tax Increases. The back of every card features a golden coin. Every time a player gains coins, draw the appropriate number of cards from the draw pile and put them face down and with every coin visible into your display without ever looking at the front. For every card a player owns 1 coin.

GOAL OF THE GAME

You will try to gain gold coins with which you will hire various persons who will give you permanent abilities to aid you. They will also yield you victory points which will bring you victory in a game of *Port Royal unterwegs*.

FLOW OF PLAY

The player who last visited a harbor will be the start player. Beginning with him and then in clockwise direction, 1 player will be the **active player**.

He will have to perform **2 phases** in order – the 2nd of which might sometimes be skipped. If there is a 2nd phase, then after the active player has acted each other player will also have an opportunity to act in this phase. Then the active player changes. These 2 phases are:

- 1. Discover: Drawing cards from the draw pile into the harbor display.**
- 2. Trade & Hire: Take cards from the harbor display**


1. DISCOVER

The active player must first draw a card from the draw pile to put into the middle of the table – this will form the **harbor display**. Now he has to decide if he wants to draw another card or stop. He can continue to make this decision until he stops voluntarily or 2 identically colored ships are in the harbor display (see below) which would force him to forfeit the rest of his turn. Should he stop, the 2nd phase begins.

There are 3 card types:

- Persons
- Ships
- Tax Increases



If the drawn card is a **Person** it will go into the **harbor display**. 3 out of 4 persons have an ability depicted on the top part of the card. An explanation of all abilities can be found at the end of the rules. It also has a shield  with an amount of victory points.

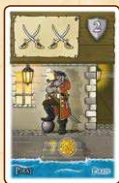


If the drawn card is a **Ship**, the active player may put it into the **harbor display** as a possible source of income.

Alternatively he can **repel** the Ship and put it in the discard pile. To **repel** you must have 1 or more **Sailors** and/or **Pirates** in your personal display. Additionally, the amount of **Swords** they give you must be **equal to or higher** than the **Swords** depicted on the **Ship**. If this is the case you may put the Ship into the discard pile instead of the harbor display – otherwise it cannot be **repelled** and has to go into the **harbor display**.

You may only repel a Ship that has just been drawn; a ship with a Skull symbol can never be repelled.

Swords are never spent, i.e. you can use them multiple times during your turn.



Alex wants to repel the Flute with 2 ⚔. Since his Sailor gives him 1 ⚔ and his Pirate 2 ⚔ he has a total of 3 ⚔ and he succeeds. He can put the Flute on the discard pile.



If the drawn card is a **Tax Increase**, all players with **9 or more coins** in their display must discard **down to 8 coins**. The cards are put onto the discard pile. Afterwards the player with the **least victory points** gains **1 coin**. In case of a tie (even if no players have victory points yet) all tied players gain 1 coin. After the Tax Increase has been resolved it is discarded and play resumes as normal.

A player can always stop voluntarily and proceed to the 2nd phase unless he draws a **Ship** that is of **identical color** to one that is already in the harbor display and that he **cannot repel**. If that happens the player has to **discard** all of the **harbor display** and he is forced to forfeit the rest of his turn.

Phase 2: **TRADE & HIRE** will not take place.

Play continues with the next player in turn order becoming the active player and performing his Phase 1: **DISCOVER**.

Should the draw pile ever be empty during game play, simply shuffle the discard pile and create a new face down draw pile.

2. **TRADE & HIRE**

In this phase the **active player** will be able to **take 1–3 cards** from the harbor display and then all **other players** will also get a chance to **take 1 card**. Exactly how many cards the active player will be able to take depends on the number of differently colored Ships in the harbor display:

- 0–3 differently colored Ships: take 1 card,
- 4 differently colored Ships: take 2 cards,
- 5 differently colored Ships: take 3 cards.

Cards are taken one by one – so the ability of one card may be immediately used for the next card taken.

Trade:

The player **takes 1 Ship** from the harbor display and puts it into the discard pile. He now **gains** as many **coins** as are depicted on the banner at the top of the card.



Klemens takes the Flute from the harbor display, puts it onto the discard pile and gains 2 coins 🪙.

Hire:

To **hire 1 Person** a player has to **pay** an amount of **coins** (put onto the discard pile) equal to the cost depicted on the bottom part of the Person he wishes to hire. He puts the Person into his **personal display** and may from now on use the **ability** on the top part of the card (the banner). All abilities are explained at the end of the rules.



Andrea is hiring a Sailor. She pays 3 of her coins into the discard pile and puts the Sailor into her personal display.

After the active player has taken 1 or more cards (Ships or Persons) every other player in clockwise direction may now also take 1 card if able, following all rules. Each player who takes 1 card must pay **an additional 1 coin to the active player**. Should he take a Ship, this coin may come from the income of that Ship.

After all other players have had a chance to take 1 card, all leftover cards are discarded. It is also possible that there were too few cards to give all other players a chance to take one.

Now the next player in clockwise direction will be the active player and starts with his Phase 1: **DISCOVER**.

Example: It's Andrea's turn. She had drawn 5 cards into the harbor display during her Discover Phase. 4 of those were differently colored Ships which is why she was able to take 2 cards. First she took a Ship worth two 2 coins. Then she spent the money to hire 1 Person. Now the other players may take a card, if able. Alex wishes to take 1 of the Ships that are left. He chooses 1 Ship, puts it onto the discard pile and takes the appropriate amount of coins. Then he gives Andrea 1 coin for compensation. After the rest of the players also had a chance to take 1 card, the leftovers are discarded.

END OF GAME

The **end of the game** is **checked** as soon as 1 player was able to acquire **8 victory points** into his personal display. The rest of the game round will be played to its completion, i.e. game play will continue until the player sitting to the right of the start player will have been the active player.

Winner of the game will be the player who was able to acquire **the most victory points** in his personal display. In case of a tie, the player who still has the most coins left is the winner. If the tied players are also tied in coins, they share the win.

ABILITIES OF PERSONS

The abilities of persons are depicted on the top part of their card on the banner. The victory points you gain are depicted on the little shield to the right of the ability banner. When you act – either as the active player or during your chance on another players turn – you can use all abilities of persons in your personal display.

Wholesaler (2 of each color)



Whenever a player trades with a Ship of the same color as one of his Wholesalers (i.e. he takes the coins), he does not put the Ship on the discard pile; instead, he places the Ship below the Wholesaler, offset by a bit. Each such Ship is worth 1 additional victory point.

Sailor (10 times) / **Pirate** (2 times)



With the depicted Swords Ships can be repelled (see Phase 1: **DISCOVER**).

Passenger (10 times)



Passengers do not have any abilities; they are just worth victory points.

Even more fun ...

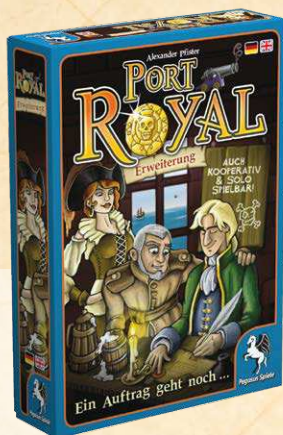


... with the base game including:

- many new Persons
- Expeditions
- 5 players

... with the expansion of the base game including:

- new Persons
- Contracts
- solo & kooperative variant



CREDITS

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