

Rotterdam à la Carte

Dynamic board game

In the first year almost 5000 copies of the harbour game Rotterdam have been sold and this number is ever increasing. No wonder. The Harbour game is dynamic, diverse and fun to play. The players navigate their own ships and when they get to be harbour master they have the first choice of the navigation channels.

Can Rotterdam be any more fun?

Maybe

In Rotterdam à la carte The Game Master gives you several game varieties so that you can

- add even more suspense to the game or
- limit the luck factor or
- have more control over the game or
- reduce the influence of the shipping cards

In fact, anything and everything is possible – just look at our suggestions (see next pages) and decide how you would like to play Rotterdam the next time.

Game variants and suggestions

Further details can be found on page 2 and 3.

| Would you like to play Rotterdam..... | What can you do? |
|---|--|
| <p>1. at a faster pace?</p> <p><i>Normally it takes about one hour to play the harbour game, but if you want to speed things up, this option might just be your thing.</i></p> | <p><u>The safe harbour</u> Introduce “the safe harbour” into the game, so that the players can no longer use shipping cards on ships or goods that are already in one of the harbours. This gives you fewer possibilities to block the other players, but results in a more sociable and faster game nonetheless.</p> <p><u>Open assignments</u> By placing three assignment cards open on the game board, every player can try to complete these. Players will not only have more competition but are also inclined to play faster.</p> |
| <p>2. with more control over the game?</p> <p><i>Would you like more control over the game and less luck, then these are the varieties you can opt for.</i></p> | <p><u>Open product cards</u> The four piles of product cards are placed on the game board open, so that the players know which cargo can be collected in a harbour. When a ship comes into the harbour with the wrong goods or without cargo, the product card on top has to be placed at the bottom of the pile. When a ship brings the right goods into the harbour, then, of course, the player receives the product card, just as described in the basic game rules.</p> <p><u>Pick your own assignment cards</u> Every player receives 5 assignment cards and gets to choose three cards. The cards that were not picked will be put on a closed pile, shuffled and placed on the game board.</p> <p><u>Fewer ships when playing with 4 players!</u> When you are playing the harbour game with 4 players it can get very busy on the river Maas. To avoid “traffic jams” you can decide to give every player 3 (instead of 4) ships. It creates more possibilities for the players!</p> <p><u>Shipping cards in game phase 2</u> If you want the game to have more structure the players can agree to use shipping cards only in game phase 2 and only when it is their turn, before and/or after they have chosen a colour/channel. Mind you, the joker can only be played in game phase 6.</p> |
| <p>3. with even more suspense?</p> <p><i>Would you like to build up the suspense of the finale of the harbour game, then you can choose one of these alternative game rules.</i></p> | <p>More points and more competition To add to the suspense in the finale, you can choose one of these alternative game rules:</p> <ol style="list-style-type: none"> 1. More points The game is not over until one of the players has 15 (instead of 12) points in assignment cards - this will definitely give you a longer finale. If that is not enough for you, the battle-scarred Rotterdam player, you can increase the minimum of required points even further. 2. More competition Three assignment cards will be placed open on the game board. All players can try to complete the assignments, when they have the same combination. New assignments cards can be drawn from the covered pile. |

All suggestions, with a description of the effects they can have on the harbour game:

| Suggestion | Effect |
|--|---|
| <p><u>The Safe Harbour</u> Introduce “the safe harbour” into the game, so that the players may no longer use shipping cards on ships or goods that are already in one of the harbours. This gives you fewer possibilities to block the other players, but will result in a more sociable and faster game nonetheless.</p> | <p><i>More control over the game, good planning will be rewarded and a faster game.</i></p> |
| <p><u>Open assignments</u> By placing three assignment cards open on the game board, every player may try to complete these. Players will not only have more competition but are also inclined to play faster.</p> | <p><i>More competition and higher pace of the game. Faster game.</i></p> |
| <p><u>Open product cards</u> The four piles of product cards are placed on the game board openly. Now the players know what cargo can be collected in a harbour. When a ship comes into the harbour with the wrong goods or without cargo, the product card on top has to be placed at the bottom of the pile. When a ship brings the right goods into the harbour, then, of course, the player receives the product cards, just as in the basic game rules.</p> | <p><i>More influence of the players on points and combinations of products. Luck factor is limited. Less excitement.</i></p> |
| <p><u>Pick your own assignment cards</u> Every player receives 5 assignment cards and gets to choose three cards to keep. The cards that were not picked will be put on a closed pile, shuffled and placed on the game board.</p> | <p><i>More influence on the game play, more variation in assignments possible.</i></p> |
| <p><u>Fewer ships when playing with 4 players!</u> When you are playing the harbour game with 4 players it can get very busy on the river Maas. To avoid “traffic jams” you can decide to give every player 3 (instead of 4) ships. It creates more possibilities for the players!</p> | <p><i>More movements during the game, more choices to be made during the game</i></p> |
| <p><u>Shipping cards in game phase 2</u> If you want the game to have more structure the players can agree to use shipping cards only in game phase 2 and only when it is their turn, before and/or after they have chosen a colour/channel. Mind you, the joker can only be played in game phase 6.</p> | <p><i>More structure, less problems. More planning and a smaller luck factor.</i></p> |
| <p><u>More points</u> The game is not over until one of the players has 15 (instead of 12) points in assignment cards - this will definitely give you a longer finale. If that is not enough for you, the battle-scarred Rotterdam player, you can increase the minimum of required points even further.</p> | <p><i>Extended finale, longer game play. Probably more trading possibilities.</i></p> |