# ROTTERDAM
## Port of Europe

## The object of the game

The player with the highest number of victory points wins the Rotterdam harbour game. Victory points are earned by loading raw materials onto your ships, navigating through the busy channels of the River Maas and ensure that your raw materials are delivered in the right harbours. This enables you to earn your product cards. These cards bring the players victory points. The players can increase their victory points by collecting the combinations of products on their assignment cards.

## Game components

- 1 playing board
- 1 book of rules
- 1 harbour master (blue pawn)
- 1 marker (blue disk)
- 20 ships in 4 colours (red, yellow, orange and green)
- 24 raw material units (yellow, red, grey and black)
- 60 product cards
- 46 assignment cards
- 20 shipping cards

## Setting up the game

### ▶ Ⓐ Distribute the ships

Each player chooses a colour and receives 4 ships in his colour. With 2 players, each player receives 5 ships in his colour.

### ▶ Ⓑ Place the raw materials

Sort out the raw materials in the four different colours. Distribute them over the four raw materials squares on the playing board in the bottom left corner. The colours of the raw material units must correspond with the colours of the squares. In this way, the seven units of grain are placed in the yellow square with the picture of corncobs and the five units of fruit are placed in the red square.

### ▶ Ⓒ Place the product cards

There are four types of product cards. They can be recognised by the name of the harbour on the back of the card, the colour and the picture of the raw material that must be delivered in this harbour. For example, the cards of the Vulcaanhaven in Vlaardingen have a yellow colour and show corncobs in the picture on the backside. Sort the product cards in the four harbours and form four stacks. Shuffle the stacks well and place the cards with the backside up (the name of the harbour is visible) on the reserved places near the harbours.

### ▶ Ⓓ Assignment cards

The assignment cards are recognized by their blue backside, with a picture of all sorts of products in a circle. Shuffle the assignment cards and give each player 3 covered cards. Place the remaining cards with the backside up, on the designated position near the World Port Center.

### ▶ Ⓔ Shipping cards

The shipping cards can be recognized by an image of a ship and an anchor on the backside. Shuffle the shipping cards and place them, backside up, on the designated position near the World Port Center.

### ▶ Ⓕ Place marker

The marker (= blue round disk) needs to be placed on the Game overview at the top left corner of the playing board in the first (1) section of the circle.

By moving the marker, the players can soon keep track of the game phase in which they are in.
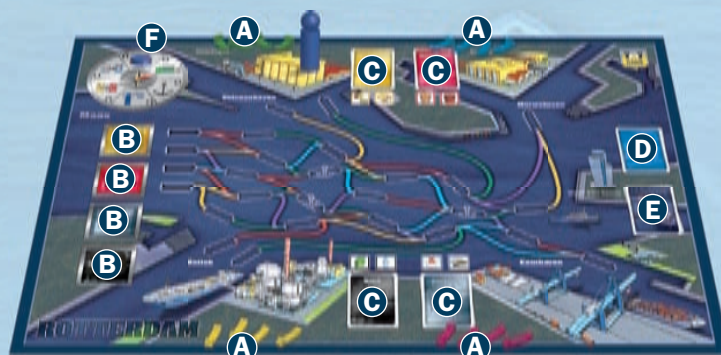


## Game Overview

All players may take the following actions during a game round:

1. Placing a ship plus one raw material unit on top; the players can choose their starting position and the (colour of the) raw material.
2. Navigating the Maas River with the ships; by choosing a colour, the ships of the various players go through the channels with this colour; each player chooses a colour;
3. Picking up shipping cards when your ship ends on a shipping place with an anchor;
4. Transferring and processing in the harbours: the players who deliver the right materials will receive product cards;
5. Exchanging product cards with other players;
6. Submitting combinations of product cards in order to complete assignment.

## Course of the game

The youngest player is the first Harbour Master and places the Harbour Master in front of him. The Harbour Master starts each phase and the other players follow, beginning with the player to his left and moving clockwise.

All players proceed through the following six game phases:

### Game phase 1
#### Place ship and load raw materials

Starting with the Harbour Master, each player may place one of his own ships on a starting position of his choice and place one raw material unit of his choice on the ship.



At the end of this game phase, the Harbour Master shifts the marker one position forward to the next phase (= section on the game overview in the top left corner of the playing board).

#### Special situations that may occur in game phase 1:

▶ **No starting position available.** From the second game round on, it can occur that a player cannot place a ship because there is no starting position available. Important notice: the players are not obliged to place a ship.

▶ **No raw materials available.** From the second game round on, the situation can arise that a certain type of raw material is (temporarily) not in stock. Then the player must choose a different raw material, or he may decide to place a ship without cargo or not to place a ship.

▶ **No ship available.** After a few rounds it can occur that a player does not have a ship available. Because the availability of ships can become a critical factor, players may choose not to place a ship in this game phase if they cannot find a good position and/or raw material.

### Tactical hints from The Game Master

Choose the raw materials that contribute to the completion of your assignments. For example, if you have the task of delivering Bread and Orange Juice, it would be wise to take grain on board (yellow units) and to direct one of your ships to the Vulcaanhaven and transport fruit (red units) to the Merwehaven. Beware that the starting position of a ship has a major influence on the chance that your ship will arrive at the right harbour!

### Game phase 2
#### Navigate the Maas

Each player must choose a colour, beginning with the Harbour Master. The chosen colour must be one of the colours of the channels. The ships of all players that lie before a channel of the chosen colour must move one step forward.

The movement of the ships occurs in the following order: first the ships of the player who has chosen the colour move forward, then the ships of the player to his left and so on clockwise till all players have moved their ships (if possible). If a ship lies before two channels with the same colour, the owner of the ship may determine which direction his ship will take. Now the player at the left of the Harbour Master chooses a colour. The other players also take turns to choose a colour, moving clockwise.

Players may choose a colour which has been chosen before.

Once all players have chosen a colour, the marker on the game overview is shifted to section 3.
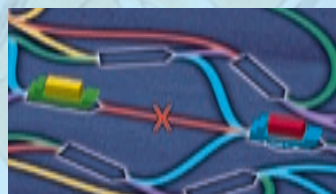
#### Navigating on the Maas
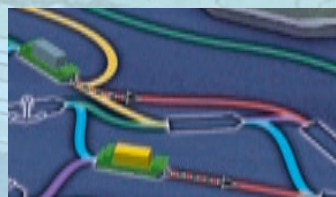


▶ Two ships of the same player both proceed one position ahead if the colour red is chosen, since both ships are in front of a channel with the same colour.



▶ Ships of different players can navigate in the same turn if the colour red is chosen.

#### Special situations that may occur during game phase 2:



▶ **Blockade:** the progress of a ship might be blocked because another ship lies in front of it. Since only one ship can be on a position between two fairways, the ship behind it will have to wait.



▶ **Evasive manoeuvre:** if a ship has two channels in front of it, both with the same colour and one of the two channels is occupied by another ship, then the ship must divert to the remaining fairway.

### Tactical hints from The Game Master

When choosing a colour, try to asses which colours other players will choose, to benefit from it. If you proceed cleverly, you can make many moves in one game round. And try to navigate the other players' ships in the wrong direction, or use tactical situations like a blockade to cross the progression of other players.

## ⚓ Game phase 3
### Shipping cards

Each ship on a position with an anchor at the beginning of this game phase, brings the owner a shipping card. The players may use their ship card(s) in each game phase, but only when it is their turn. After the players have received their shipping cards, the Harbour Master moves the marker to section 4 of the game overview.

## Game phase 4
### Transferring and processing goods in the harbours

In this phase the cargo of each ship in a harbour is transfered. The players will receive product cards for the delivered raw materials. The Harbour Master is the first to receive his product card(s) and then, clockwise, the other players. The raw material units return to the designated squares on the playing board and the ships are returned to the players. The materials and ships can now be used again.

If a ship arrives in a harbour with the wrong raw material or without cargo, the owner of the ship does not receive a product card and the ship is returned to the player. For example, if a ship with grain (yellow unit) arrives in the Botlek Harbour, where only crude oil can be processed, then the grain must be returned to the square with the grain stock. The ship is returned to the player. The player does not receive a product card and does not earn any victory points! After the processing of the cargo of all ships in the harbours, the marker moves one position to section 5 of the game overview.

### Tactical hints from The Game Master

If you did not succeed in picking up the product you need in order to get your combination of products, there are two alternative strategies: either you navigate another ship with the same raw material to the harbour, or you swap products.

## Game phase 5
### Swapping products

In this game phase, the players may exchange product cards with each other. The players may choose to reveal which product cards they own. The sequence of the turns in this phase is irrelevant. Swapping product cards can be helpful to complete your assignments. If none of the players want to swap (anymore), the Harbour Master places the marker in section 6 of the game overview.

## Game phase 6
### Completing assignment

When the marker is on section 6, it is no longer allowed to swap products. Each player may complete one of his assignments by handing in the product cards that form the combination of products on his assignment card.

The Harbour Master begins and the other players follow, in clockwise order.

Each player may complete a maximum of one assignment in this game phase. The assignment card is placed open in front of the player and the product cards are taken out of the game. The earned victory points are now visible to everyone. The player may pick a new assignment card from the top of the pile if he has completed the assignment.

### Tactical hints from The Game Master

A player may choose to collect a broad range of product cards and save them, even if he already owns a combination to complete an assignment. The advantage of this strategy is the positive effect on the number of combinations and flexibility. It may become a risky strategy at the end of the game, because the players cannot complete more than one assignment in a game round.

### End of the game round

Once all players have had their turn in phase 6, the Harbour Master hands over the pawn to his successor, the player to his left.
The new Harbour Master starts the new game round by placing the marker in the first section (1) of the game overview.

### End of the game

As soon as one of the players has gained 12 victory points with his assignment cards phase six will be completed. All players have a last chance to complete an assignment.

### Winning the game

The players count up the victory points of the open assignment cards, the shipping cards and the collected product cards. The player with the highest number of victory points wins the game.
In the event of a tie, the player with the highest number of points through assignments wins. If there is still a tie, the player with the highest number of product cards wins the game.

### Important notice

The player who succeeds in being the first to gain 12 victory points with assignment cards, is not necessarily the winner of the game.

## The shipping cards

In game phase 3 the players can receive shipping cards. The shipping cards may be played in each game phase. The only restriction is that the card(s) should be used during the player's own turn. A player is not allowed to keep more than three shipping cards. Shipping cards with victory points may be placed on the table, uncovered. This gives players the opportunity to earn new shipping cards. A player is not allowed to keep more than three shipping cards on hand. If there are no shipping cards on the board, the used shipping cards are shuffled and form a new pile of shipping cards.

### ▶ Change your luck
The player of this card may exchange the raw materials on two ships of his choice. He can exchange the cargo of his own ships and/or his opponent's ships.

### ▶ Extra cargo
The player of this card may place an extra ship with a raw material unit on one of the starting positions. If there is no free starting position this card cannot be used.

### ▶ Setback
Move a ship of your choice through a channel of your choice one step back. You may ignore the colour of the channel.

### ▶ Heavy storm
Move a ship of your choice through channels of your choice two steps back. You may ignore the colour of the channels.

### ▶ The Joker
This card can be used to complete assignments. The player of this card determines for which product card the joker is traded in.

### ▶ Advantage
This card brings one victory point. If you hold three shipping cards in your hand, you may open this card and place it in front of you. Now you are allowed to add a new shipping card to your hand in phase 3.

### ▶ Extra advantage
This card brings two victory points. If you hold three shipping cards in your hand, you may open this card and place it in front of you. Now you are allowed to add a new shipping card to your hand in phase 3.

### ▶ Freight robbery
Pick up a raw material unit from a ship of your choice and place it on one of your ships. If none of your ships is on the water, you may place a ship on an available starting position. A ship without cargo will stay on the water.

### ▶ Inspection Sea Harbour Police
The Sea Harbour Police has been tipped off that a ship carries a doubtful cargo. The entire load will be confiscated. The player of this card takes a raw material unit from a ship of his choice and places it in the general stock of raw materials. The empty ship remains in the waterway.