

QUICK START GUIDE

– Ports of Call: The Board Game –

Objective

Ports of Call: The Board Game is based on the classic computer game from 1987 created by Rolf-Dieter Klein and Martin Ulrich.

The players compete to build and expand their own shipping empires. They do so by buying, transporting, and selling containers filled with goods across the globe.

As the game progresses, players grow their fleets, establish factories in major port cities, and produce goods for the world market, while dealing with pirates, rats, hard weather, closed ports, and smuggling.

The winner is the player who, by the end of the game, has built the most valuable shipping company.

Game Overview

The game features 5 different trade goods (wind turbines, steel, electronics, wine, and oil) that are transported in containers by ship between 15 port cities **(A)**.

Each port city can only produce the trade good indicated on its 2 building sites **(B)**.

The game board contains spaces **(C)** representing the shipping routes between the port cities.

The Calendar **(D)**

The Calendar tracks the current fiscal year and quarter. The top row displays Years 1–5, while the bottom row displays the four quarters represented by seasonal symbols.

Players take turns, and the game is played over four fiscal years, each consisting of four quarters.

The Stock Exchange **(E)**

The Stock Exchange continuously tracks the market value of each player's shipping company. Each step on the track corresponds to 10 share value points.

All players begin at a value of 100.

The player whose company reaches the highest share value at the end of the game wins.

Order Cards

One of the best ways to increase the value of your shipping company is by completing orders.

Order Cards are purchased from the Order Market.

Each Order Card displays 2 trade goods that must be delivered to one of the 15 cities.

Players send one or more of their ships to purchase the required containers and transport them to the destination city, where they are sold to complete the order.

The Container Terminal

The Container Terminal serves as a global marketplace where players purchase containers carrying various trade goods.

Containers can only be purchased if the player has a ship docked in a port that produces the corresponding trade good.

One player may be appointed to manage the Container Terminal.

The Office Board and Action Points

Each player has an Office Board that provides an overview of all available actions and their associated costs.

Some actions require both money and Action Points.

Each player has one more Action Point than the number of ships they own. Players can choose the order in which they perform their actions.



Shipping Routes and Ships

Moving your ships does not cost Action Points. A ship carrying up to 1 container may move up to 3 spaces per turn. A Large Ship carrying 2 containers may move up to 2 spaces per turn. Once a ship enters a port, it may not be moved any more during that turn.

Factories and the Production Track

Another way to increase the value of your shipping company is to produce containers for the Container Terminal.

This requires building factories in one or more port cities and manufacturing containers.

Each time a player produces a container, they advance on the Production Track **(F)** at the bottom of the game board, unlocking bonuses along the way.



News Cards

At the end of each quarter, after all players have taken their turns, a News Card is revealed. It may provide rewards or create economic and logistical challenges.



Achievement Cards

At the start of the game, a number of Achievement Cards are placed next to the game board.

Whenever a player fulfils the requirement shown on a card, they immediately claim it – even if it is not currently their turn.

Each Achievement Card grants an increase of one step on the Stock Exchange and is counted during final scoring.



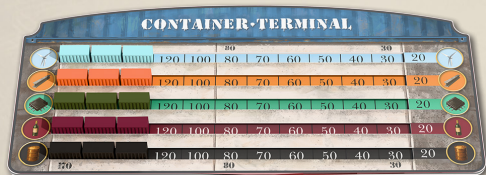
The Bank

The Bank handles most financial transactions in the game. All amounts are measured in millions of dollars.

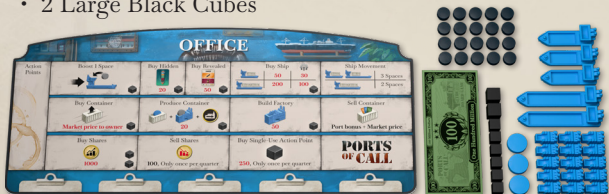


Game Setup

- Place the Game Board at the centre of the table.
- Place the following components next to the Game Board:
 - The Order Market consists of 4 Order Cards placed face up and the remain placed in a pile face down.
 - Place the pile of News Cards face down.
 - Place the 3 Achievement Cards with black fronts and random Achievement Cards equal to the number of players, face up.
 - Place 3 containers with the opening facing down in each of the tracks of the Container Terminal covering the values 170, 160 og 140.



- Place the Bank unit with banknotes next to the player responsible for managing the Bank.
- Each player chooses a colour and receives the following components in that colour:
 - 1 Office Board
 - 3 Small Ships
 - 2 Large Ships
 - 15 Factories
 - 3 Large Markers
 - In addition, each player receives:
 - 20 Small Grey Markers
 - 6 Small Black Cubes
 - 2 Large Black Cubes



- Each player places 1 Large Marker in their colour on the 100 space of the Stock Exchange.
- Each player places 1 Large Marker in their colour on the starting space of the Production Track in the lower-left corner of the board.
- Each player places 3 small black cubes on the Action Points space on their Office Board.
- Each player receives \$100M from the Bank.
- Each player draws a News Card. The one who draws the highest number in the lower-right corner receives the Start Marker. The News Cards are then shuffled back into the deck.
- Place 1 Large Grey Marker on Year I of the Calendar and another large grey marker on the Spring symbol (first quarter).



Starting Order and Home City

Each player receives 3 Order Cards, which remain secret until all players have chosen their Home City.

Beginning with the player holding the Start Marker and proceeding clockwise, each player chooses a Home City and selects 1 of their 3 Order Cards as their starting order.

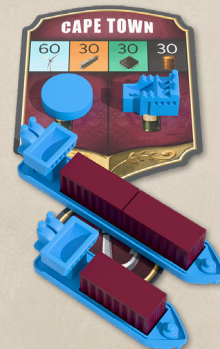


The remaining 2 Order Cards are placed in a discard pile.

It is generally a good idea to choose a Home City that produces 1 of the trade goods required by the selected Order Card.

Place 1 Factory in the player's colour on 1 of the Home City's building sites and 1 Large Marker in the same colour on the other building site. No other player may build on that reserved building site.

A maximum of 2 Home Cities may be located within the same production region. *For example, if 2 players have already chosen cities that produce wine, a third player may not choose the remaining wine-producing city as their Home City.*



Each player starts with 1 Small Ship and 1 Large Ship placed on their Home City's anchor space. Load the ships with containers of the trade good produced in the Home City. *For example, if Cape Town is chosen as the Home City, the player's 2 ships are loaded with 1 and 2 burgundy wine containers, respectively.*

Once all players have chosen their Home Cities, they place their selected Order Card face up next to their Office Board.

The game is now ready to begin.

Game Flow

The game is played over 4 fiscal years, each consisting of 4 quarters. All players take one turn each quarter for a total of 16 turns during the game.

Tip: For a shorter or longer game, play 3 or 5 fiscal years instead.

A Player Turns

Players take turns, starting with the player holding the Start Marker.

During their turn, a player may perform a number of actions. Some actions are free, while others cost one or more Action Points.

Each player has 1 more Action Point than the number of ships they own.

For example, if a player has 2 ships on the game board, they have 3 Action Points available during each turn.

The Office Board provides an overview of the actions available during a turn. Actions may be performed in any order.

When a player has completed their turn, play passes to the player on their left. Once all players have completed their turns, the quarter ends.

B End of the Quarter

If it was not the 4th Quarter:

1. Reveal a News Card and follow its instructions.
2. Remove all markers from ships.
3. Move the Calendar's quarter marker to the next quarter.
4. The player with the Start Marker begins the new quarter.
5. Continue to section **A**.



If it was the 4th Quarter:

1. Reveal a News Card and follow its instructions.
2. Conduct the Annual Accounts. See "Annual Accounts"
3. If the 4th fiscal year has been completed, the game ends. See "End of the Game".



Otherwise, begin a new fiscal year:

4. Remove all markers from factories and ships.
5. Clear the Order Market and place 4 new Order Cards face up.
6. Move the Calendar's year marker to the next year.
7. Return the Calendar's quarter marker to the 1st Quarter.
8. Pass the Start Marker left to the next player.
9. Continue to section **A**.



Annual Accounts

Annual Accounts are conducted at the end of the 4th Quarter of each fiscal year. Each player calculates their shipping company's annual result:

Stock Exchange Value × \$1M – Ship Maintenance Costs

The maintenance cost for each type of ship is shown on the Office Board. Each Small Ship costs \$30M in maintenance, and each Large Ship costs \$100M.

If the result is positive, the player receives that amount from the Bank. If the result is negative, the player must pay the corresponding amount to the Bank.

Example: If a player's shipping company has a Stock Exchange value of 140 and the player owns 2 Small Ships and 1 Large Ship, the annual result is calculated as follows:

$$\$140M - (2 \times \$30M) - \$100M = -\$20M$$

The player must therefore pay \$20M to the Bank.

Financial Difficulties

If a player's annual result is negative and they cannot afford to pay, they may move 1 space down on the Stock Exchange and receive \$100M from the Bank.

Note that the annual result must then be recalculated using the lower Stock Exchange value.

If a player is already on the lowest space of the Stock Exchange (value 60) and would need to move down another space, they are **bankrupt** and eliminated from the game.

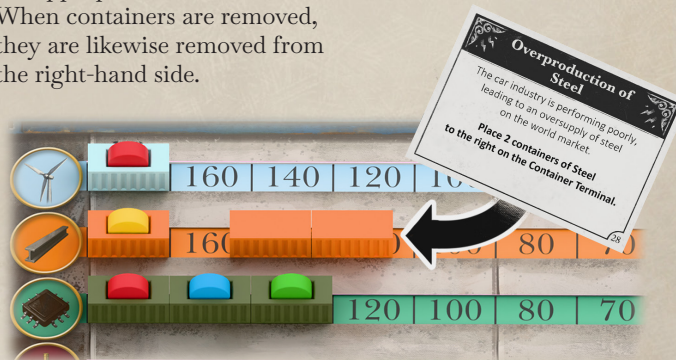
Alternative Rule: If you prefer to avoid player elimination, the affected player may instead sell factories or ships to the Bank in order to raise the required funds.

News Affecting Containers

Some News Cards affect the Container Terminal by either adding or removing containers.

When containers are added, place them on the right-hand side of the appropriate container row with the hollow side face down.

When containers are removed, they are likewise removed from the right-hand side.



End of the Game

The game ends after the 4th fiscal year.

At this point, each player performs the following steps:

1. For each Order Card that has not been completed, move 1 space down on the Stock Exchange.
2. Award any remaining Achievement Cards. If multiple players fulfil the requirement for the same card, they each immediately move up 1 space on the Stock Exchange, and the card is discarded.
3. For each Achievement Card a player has earned during the game, they move 1 space up on the Stock Exchange.

The Winner

The winner is the player whose shipping company has the highest value on the Stock Exchange.

If two or more players are tied for first place, the winner is determined using the following tie-breakers, in order:

1. Most ships
2. Most factories
3. Most Achievement Cards
4. Most cash

If the players are still tied for the win, they share the victory.

Summary of Actions

B Boost a Ship by 1 Space

A boosted ship may move 1 additional space during the same turn.

Cost: 1 Action Point.

Any ship not in port may be boosted, provided you have sufficient Action Points. Each ship may only be boosted once per turn.

C Purchase a Hidden Order Card

Draw an Order Card from the Order Deck.

Cost: \$20M and 1 Action Point.

D Purchase a Revealed Order

Take one of the 4 revealed Order Cards from the Order Market and place it next to your Office.

Cost: \$50M and 1 Action Point.

After purchase, a new Order Card is revealed and placed in the Order Market so that 4 revealed Order Cards are always available.

E Purchase a Ship

A Small Ship costs \$50M and 1 Action Point.

A Large Ship costs \$200M and 1 Action Point.

New ships are placed in your home city and may be deployed immediately.

Each Small Ship costs \$30M per year in maintenance.

Each Large Ship costs \$100M per year in maintenance.

These costs are paid during the Annual Accounts.

You may own a maximum of 3 Small Ships and 2 Large Ships.

Once you own both Large Ships, your factories may produce 2 containers of the same trade good during the same turn.

F Move a Ship

Moving your ships does not cost any Action Points.

A Small or Large Ship carrying up to 1 container may move up to 3 spaces per turn. A Large Ship carrying 2 containers may move up to 2 spaces per turn. To make it easier to keep track, grey markers may be placed on ships that have already been moved.

If you move a ship into a port that is another player's home city, you must pay that player \$20M in port fees.

When passing through the Panama Canal or the Suez Canal, a player must pay \$20M per ship to the Bank.

G Purchase a Container from the Terminal

Cost: 1 Action Point plus the market price of the container.



Purchase the container furthest to the right in the relevant container row. The market price is shown to the right of the container. If the container contains a player marker, payment is made to that player. If it is your own container, no payment is required. Otherwise, payment is made to the Bank.

If multiple containers are purchased from the same container row at the same time, each container is purchased at the price of the first container. Containers may be purchased for multiple ships, provided those ships are located in a port city where the relevant trade good can be purchased.

H Produce a Container for the Terminal

1. Cost: \$20M and 1 Action Point. Payment is made to the Bank.
2. Place a marker in your player colour in a new container matching the trade good being produced.
3. Insert the container from the left into the appropriate container row on the Container Terminal.



4. Place a grey marker in the factory that produced the container.
5. Move your token 1 space forward on the Production Track. If you land on a bonus space, the bonus is resolved immediately.

During the same quarter, you may produce only 1 container of each trade good. However, if you own 2 large ships, you may produce 2 containers of each trade good per quarter.

I Build a Factory

Cost: \$50M and 1 Action Point.

Place a new factory in your player colour on a building site. Up to 3 factories may be built on each building site.

To build the first factory in a new production region, you must move a ship into one of the port cities in that region. A ship is not required to be in the city when building the second or third factory.

J Sell a Container

Selling containers does not cost any Action Points.

Move a ship into a port city and sell one or more of the containers.

The selling price equals the port city's sales bonus + the trade good's market price.



K Buy Shares

Cost: \$1,000M and 2 Action Points.

You immediately advance 1 space on the Stock Exchange.

L Sell Shares

Selling shares does not cost any Action Points.

Move 1 space down on the Stock Exchange and receive \$100M from the Bank.

You may sell shares only once per quarter, unless financial difficulties arise as a result of News Cards or the Annual Accounts.

M Purchase an Additional Action Point

Cost: \$250M.

You can only perform this action once in each of your turns.

Use one of the large black cubes to represent the additional Action Point on your Office Board.

Remove the cube at the end of the turn.

