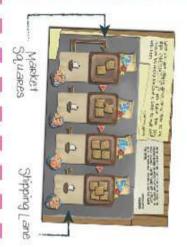


returning any extras to the box. 4 Player pawns - Give one colored pawn to each player,



mentioning the Inland Traders face down. within easy reach of all players, with the side I Market board - Place this in the center of the table,



the Market board face up). Place the remaining deck face down beside 36 Building cards - Shuffle these together. Draw a (e.g. for a 3 player game, you would deal 6 buildings and place them face up next to the Market board number equal to the number of players plus three

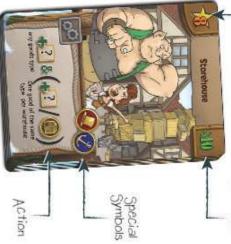


reshuffle and deal out a new set. like the one on players' Starting Building. the center have the "Buy a Building" symbol Note: If three or more of the buildings dealt to

Building Card

Victory points

Building Cos



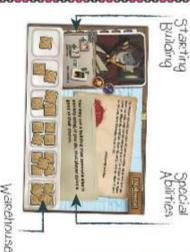
score bonus points as indicated. your eard, you trade goods of that type to them secret. At the end of the game reveal Randomly deal I to each player, and keep 4 Bonus Point Cards (optional) -

for each market square. board. Shuffle these cards and Reveal . distribute Goods markers on the Market You may also use these cards to random.



name and ability. As a group, decide whether you will boards. The other side has a character with a unique says "The Wharfs" at the top and is Identical on all play with or with out characters. 14 Player boards – Each of these has two sides. One

choose I to keep and return the other to the box boards. After examining the face up buildings, they characters, then instead give each player 2 player Give each player a Player board. If playing with



also have a Special Ability that applies only to that a warehouse to keep track of goods. The characters The Player boards each have a Starting Building and

(one marker per square) marker of each color and distribute them randomly onto the four market squares on the Market board 20 Goods markers (5 each of 4 colors) - Take one

Allocate your markers any way you choose so that you start with a total of 3 goods of your choice. Then give each player one marker of each good.

If this is the first time playing, you may need to apply sticker, to the goods markers to indicate which types of goods they represent. Be sure to apply all the stickers depicting a particular kind of good to the same color of marker.



the following changes to Setup: If this is your first game of Harbour, we sugges

Guild in play, plus 1 random building per player the Lighthouse, Canal Lock, and Shipbuilder's not the character side. -Use "the Wharfs" side of the your player board, -Instead random buildings, begin the game with

your choice. Start with 1 of each good instead of 3 goods of

clockwise from there. The player who was most recently on a boat is the Starting Player and will take the first turn. Play proceeds

new building, you must perform the action to the best of your ability turn, you may not leave it there - you must move to a different building. Once you've moved your pawn to a On your turn, you must move your pawn to a vacant building. This can be a building you own (such as the (although you will have to pay them for that privilege). If your pawn is on a building at the beginning of the Starting Building on your Player board), a building in the center of the table, or one owned by another player

Player board), every other player takes one final turn. Then the game ends and players total up the Victory Points on the buildings they own. Highest total wins! When a player buys their 4th building (so they have 5 total buildings, including the Starting Building on their



ROB LUNDY Game Design

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bottom of the building to the best of your ability. These actions will usually allow you to gain goods, convert On your turn, when you move your pawn to a vacant building, you must take the entire Action described at the goods, buy buildings, or take other special actions.

of the card: Buildings have various symbols in the Actions area



arrow tells you that this building

Some huildings allow you to adjust the demand for goods on the market board.

Swap 2 Market Markers



Some Buildings have a unique ability, accompanied with text to allow you to better understand its



in any order. This building fallows you to SAIN I Stone good and buy a building by supping goods



This building allows you to GAIN! Livestock good for each Anchor you have. Anchors are found on buildings.

the current quantity you own. For example, if you have 4 fish and you gained 2 more, you would slide your fish marker to the "6" square in your warehouse. When you gain or lose goods, slide the corresponding Goods Marker in your warehouse to the square indicating

to go_over_6, however any excess goods gained beyond b_are lost. You may never perform an action that would cause you to go below zero. You may never drop below zero nor have more than 6 of any good. You may take an action that would cause you

can. The actions with two separate parts are on the Library, Bank, Traders Guild, Architectural Society, Privateer perform the parts in any order, or perform one part and not the other. However, you must perform both if you Some actions have two separate parts which are not dependent on each other, and in those cases you may Ship, and Seaside Crane.

of one good of your choice. Announce what good you are giving them, and then you must both adjust your Paying a toll - If you use another player's building (including their Standing Building) you must pay them a toll warehouses accordingly. You may pay before OR after you take the action.

Each building has one or two symbols that will benefit the player who owns the building. Each symbol grants a



Coins reduce the cost of a building by \$1 whenever a player buys buildings. Coins are cumulative.



Players may keep one shipped good for each

Used to gain extra benefit from some buildings



by other players without having to pay the toll. Top Hats allow a player to use buildings owned



are cumulative for these benefits. extra benefits from some buildings. Warehouse warehouse symbol they own. Also used to gain

shipping them – indicated by the Market Board. For example, if the Stone Marker is on the "4" space of the building" action is the only time you may ship goods, and you must first meet the minimum requirements for Buying a Building and Shipping Goods - Your Starting Building, as well as a few others, will allow you to buy a new building to add to your tableau. To buy a building, you must ship goods to pay for it. Taking a "buy a market, you need at least 4 Stone in your warehouse to ship it.

> Once you've determined that you meet the requirements for shipping a good, you may move the Good Marker it, any extras beyond what were needed you can blame on inclement weather, poor trade deals, and the like. type(s) in your warehouse to zero by removing the token - when you choose to ship a good, you must ship all of several different goods at the same time to afford a building. Now reduce the amount of goods of the chosen in the market straight down to the ship below it, and gain the dollar value shown. You can (and often will) ship

In this example, you ship all 6 of your stone to gain 84:





move the shipped Goods Markers into the vacant Market Squares following the arrows. turn) to the right as many squares as you can, keeping them in the same order and leaving only one Goods Marker in each square. This should leave the lowest value Market Squares empty. Now, from left to right, Then adjust the Market – shift all the goods remaining in market squares (goods which you did not ship thi

In this example, you ship fish and stone for a total of S6, and then the market is adjusted appropriately





unless the action taken specifies otherwise (for example, the Library allows you to buy 2 buildings at a time) add the building to your tableau - it belongs to you now. Other players will have to pay you a toll (1 good of lost to taxes; you cannot save money from one turn to the next. You may only purchase one building at a time, their choice) if they wish to use it, and you benefit from its special symbols. If you have any leftover money it is Take a building from the center with a cost equal to or less than the amount of money you made this turn, and Now that you have money from shipping, you may spend it to purchase a building from the center of the table After buying a building, replace it by dealing a new one to the center of the table from the top of the deck

After a player has bought their 4th building, each other player will get one last turn. At that point, the players highest total wins! In the event of a tie, the tied player with the most buildings wins. If still tied, the one with total up the Victory Points from all of their buildings and add any bonuses from their Special Ability, and the the most resources amongst tied players wins. The other players may now grumble, make excuses, and ask for