

Example: The first tile placed receives a red coin, the second tile placed receives a green coin, the third tile a blue coin, and the fourth a black coin. Then the process repeats, with the fifth tile receiving a red coin and so on until all the coins are placed.

The coins represent raw materials or goods (freight) to be shipped, with the color corresponding to the player who may ship it.

Place the four pawns on their color-matched ace tiles. The pawns indicate the current four shipping hubs.

Place the four dice, suit icon up (die orientation has no effect on game play; the suit icons just identify player ownership), on their color-matched null tiles. The dice represent Commerce Department officials over whom players have influence. A player's official can streamline shipping for the player while complicating it for competitors.

Turn all the dominoes over and shuffle them, forming a draw pool. Dominoes represent transportation links between cities.

Print out the scoring track from the end of the rules. Players use the null coins of their color to keep track of their profits on the scoring track. The track has 100 spaces, numbered 1-100. Whenever a player scores, he places his null coin suit side up, onto the numbered space matching his present score. If a player's score exceeds 100, he starts his coin over on the scoring track and at the end of the game adds 100 points to the score indicated by his null coin on the track.

Object of the Game

Players work to move their freight from its starting tile locations to one of the four shipment hubs. Then, when a major shipment occurs from one of these locations, all players who have freight warehoused there will make a profit. At the end of the game, the player who has reaped the highest profits wins.

Game Play

The red player starts the game and play then moves clockwise around the table. Players start their turns with 8 action points. These may be used to build a link, to place a domino, to move officials (move dice over dominoes and onto or across tiles), and move freight (move coins over dominoes and onto or across tiles). Players are not required to use all of their action points during a turn but action points may not be saved for use during future turns; **points not used are lost**.

Players earn profits when major shipments occur. These occur at the locations where pawns reside (the shipping hubs) when a sufficient amount of freight has been delivered to them.

Player turns consist of four phases:

- 1) Plan and pay for transport link construction
- 2) Build the paid-for transportation link(s)
- 3) Move officials
- 4) Move freight

All phases are optional, but actions may only be taken in the order indicated. Once a player has completed all the phases he wishes to and can afford, it is the next player's turn.

1) Plan and pay for transport link construction

Dominoes represent transport network links and players may purchase as many as they can afford each turn. Each link (domino) costs 1 action point. A link is purchased by picking a domino

from the pool of dominoes and turning it over. Late in the game, it is common for the pool of dominoes to become empty, with all the dominoes in use as transport links on the board. When this happens (and only when this happens), a player may remove one domino from the board each turn, for a cost of 1 action point. However, not all dominoes are eligible for removing; it must be possible to slide the domino out of the board, in a single straight line, without disturbing any other dominoes or tiles. Also, the domino may not be holding any pawns, coins, or dice. If there are no dominoes that meet all these criteria, then a domino may not be removed that turn. Dominoes may only be removed from the board at times when the pool is empty.

2) Build the paid-for transportation links

All links paid for in phase 1 must be built in phase 2. To build a link it is placed on the board such that at least one of its ends or half of one of its sides is immediately adjacent to a tile or another domino. There is no cost in action points for placing a link.

3) Move officials

Officials are represented by dice. Officials may be moved at a cost of 1 action point per space moved. Each half-dominio constitutes 1 space. Tiles moved onto or off of dominoes also constitute spaces. A tile-to-tile movement is also considered 1 space. When on dominoes, movement may be lengthwise along a domino or sideways from one domino to another. At no time may gaps (where there is no domino or tile) be traversed.

4) Move freight

Freight moves differently than officials. Coins represent freight and players in a 4-player game may only move freight of their own color (suit). Note that, in general, players do not know the value of the freight they are moving since all freight tokens available for shipment are number-side-down, and may not be peeked at. In the 3-player game, players may also move freight of the un-owned suit in addition to moving their own freight. To move freight, an initial cost of 1 action point must be paid, per load of freight moved. Then a pip-stop number must be chosen and paid for. **The pip-stop sets the domino pip number and the tile number over which a freight shipment may not pass.**

Example: If the pip-stop is 4, then freight may pass over any number of adjacent half-dominoes until it comes to one with four or more pips; it must stop on that one.

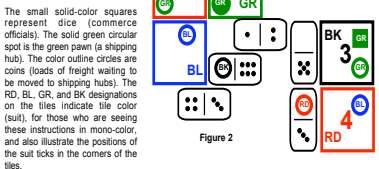
The highest allowable pip-stop number is 6. This means that a freight shipment may never pass a pip-stop half-domino and continue on during the same turn but must stop on it. Tile numbers work in the same fashion as half-domino pip numbers, when passing from a domino onto a tile or from tile to tile. Null tiles are counted as zeroes and aces are counted as 1's. The cost in action points for setting a pip-stop number is equal to the pip-stop number. Note that, even with a pip-stop of zero (free), freight may always be moved 1 space. Players may move as much freight as they can afford during a turn. The pip-stop number need only be paid for once and then applies to all freight movement that turn, but an initial cost of 1 action point must be paid for each piece of freight moved.

More than one load of freight may be setting on any given half domino at a time. The freight marker covers the pip pattern and a freight-occupied space becomes a 0-pip space for other freight, and the movement of officials. In other words, a half domino that is holding a load of freight looks like a blank half domino to other freight loads and to officials, but they may not stop there.

City zones (tiles) may hold any number of officials and loads of freight, and the number of the city zone always is the number printed on the tile. Players should try to place pawns, coins, and dice on tiles such that the tile number and suit tick remain visible.

A city zone may only be moved onto or off of transport links at the location of the suit tick in one corner of the city zone. There is no such restriction regarding movement from one city zone directly to another. This applies to the movement of both officials and freight.

Figure 2 shows a small portion of a typical board layout, including two cities, during a game. It illustrates the positions of city zone tiles, some transport links, freight, officials, a shipping hub, and so on.



Example: In figure 2 the red player has a load of freight setting on the transport link just to the left of the red 4 city zone. He could move this freight to the shipping hub on the green ace city zone for a cost of seven action points. One action point must be spent to facilitate moving a load of freight, and six more action points will set the pip-stop to 6, allowing the freight to be moved north across the 5/0 link, then to the left across the 2/1 link, and then north again onto the shipping hub. Note that the shipping hub is entered at the corner where its suit tick resides. The freight could have been moved more economically however; for a total cost of only six action points instead of seven; with a pip-stop of five, the freight could move south one space, then to the right onto the red 4 city zone (note that the city zone may only be entered from the transport link at its lower left-hand corner, where the suit tick is), then north onto the black 3 city zone, then left, across the suit tick onto the blank transport link space, left again across the 2/1 transport link, and north onto the shipping hub.

Warehousing, Shipment, and Profits

When freight is moved onto any tile where a pawn resides (i.e., a shipping hub), it is warehoused. Note that freight may be warehoused on any tile, not just a shipping hub, but if it ends its movement on a hub, the freight must be warehoused. Freight is warehoused by turning the coin over so it is number-side-up.

When the sum of the coin numbers plus the file number at a shipping hub equals or exceeds 8, shipment from that hub takes place. Normal game play immediately stops and three things occur:

- 1) Players participating in the shipment receive profit points and, in some cases, bonuses.
- 2) The hub marker (pawn) is moved to a new location, identifying a new shipment hub.
- 3) Shipped freight is redistributed.

All three of these are completed in the order shown before the active player completes his turn (assuming he has action points yet remaining and wishes to use them) or the next player begins his turn.

- 1) Each player receives profit points equal to the coin number plus twice the file number, but each of his own color coins that are included in the shipment. Many shipments will

include freight owned by more than one player, and these players all record their profit points immediately, by appropriately moving their counters on the scoring track. The player who triggered the shipment receives a bonus; his profit is doubled. When a player triggers a shipment at a tile of his own color (suit), he receives an additional bonus of 8 profit points. In the 3-player game, profit points are not recorded for shipment of freight of the un-owned color.

- 1) The hub marker is moved to the next higher numbered tile of the same suit.
- 2) When shipment occurs, the player who triggered it takes one of his coins (player's choice which one if he has more than one coin there), that was part of the shipment, off the board permanently and it becomes an action point chip for him. This action is mandatory if the shipment contains one or more of his coins. If the shipment does not include any of his coins (as could occur in a 4-player game when the shipment is triggered by delivery of freight of the un-owned color), he does not do this. Players usually earn an additional action point chip each time they trigger a shipment, and these chips remain active throughout the remainder of the game, adding to the number of action points they have available each turn. **Chips are always worth 1 action point each.** The remaining coins of the shipment are then redistributed on the board. The player who triggered the shipment shakes them in his hands (as one would shake dice between closed hands), and then, picking them one at a time randomly out of his fist, distributes them, suit-side up, to the lower number tiles of the same suit that the shipping hub was in, descending number order, wrapping if necessary.

Examples: After shipment from an ace hub, all coins are moved to the null tile of the hub suit, since that is the only lower number tile of that suit. After shipment from a 2 hub, if there are three coins, they are distributed to the ace and null tiles of the hub suit in the order, ace, null, ace. After shipment from a 4 hub, if there are three coins, they are distributed to the 3, 2, and ace tiles of that suit, etc. Although the coins are always placed randomly out of the player's fist, he may look at the numbers before placing them. The player doing the redistribution gains a small advantage in knowledge in cases where there is more than one coin of the same suit to be redistributed.

Note: shipments from hubs may be triggered in ways other than by making freight deliveries. This will be covered in the section on Commerce Officials.

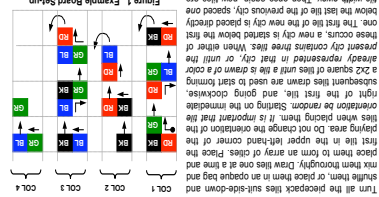
Sometimes, when the hub indicator pawn is moved, the new tile will already hold one or more loads of freight. These are immediately warehoused by turning the coins number-side-up. If, as a result of this, the sum of the coin numbers plus the file number already equals or exceeds 8, shipment immediately occurs from the new hub. Profits are recorded, the hub marker is once again moved to the next higher numbered tile of the same suit, and the coins are redistributed, all as described in a), b), and c) above. Any bonuses for triggering the shipment in such a case go to the player who triggered the previous shipment. Astute players will anticipate such circumstances and play accordingly.

Commerce Officials

The four dice represent four commerce officials. Each official is somewhat cunning and, as such, shows favor to freight movements of his own suit. When an official is set up on a half-domino, that half-domino becomes a zero (i.e., a blank) for freight of his own suit and for all other officials, but it also becomes impossible for freight of all other suits (freight of his own suit may not land on nor pass the space). In addition, the region the official is in becomes inaccessible to freight of other suits (but not for other officials) unless their own officials are also within that region; other players' freight may neither pass through nor stop within the region. Thus, a player's official restricts the movement of other players' freight but not of their officials. A region comprises all the half-dominoes that could be moved to without crossing a blocked centerline or moving onto a tile. The only ways a player may cross a blocked transport link around the region is to block the region if necessary, or to move his own official into the blocked region. In the latter case, his freight still may not pass through the particular half-domino space that the other official is setting on but the remainder of the region is no longer blocked.

Set aside the four null coins. They will be used for score keeping. Turn the remaining coins suit-side-up and shuffle them. Then, without turning them among the tiles, place each coin on the tile it is numbered on. The coins are placed, showing to the coin color order: red, green, blue, black.

cases there are even more cities. The separate tiles of a multi-tile city are called city zones. Only a player may place a domino on a city zone. The separate tiles of a multi-tile city are called city zones. Only a player may place a domino on a city zone. The separate tiles of a multi-tile city are called city zones. Only a player may place a domino on a city zone.



Each player is represented by a color, red, green, blue, or black. The same for three or four players. The game is played with four players. The same for three or four players. The game is played with four players. The same for three or four players.

allocating markets to their advantage and dealing out opponents with official deliveries resources they control over the developing transportation networks they are helping to build, infrastructure, and shipping alternatives and goods for the public. Players enter to transport the goods, and the game is played with four players. The same for three or four players.

Introduction. This game is a board game. It is played with four players. The same for three or four players. The game is played with four players. The same for three or four players.

Requirements. 1 Standard die, 4 dice, 100 coins, 100 null coins, 100 null coins, 100 null coins, 100 null coins.

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100	99	98	97	96	95	94	93	92	91
90	89	88	87	86	85	84	83	82	81
80	79	78	77	76	75	74	73	72	71
70	69	68	67	66	65	64	63	62	61
60	59	58	57	56	55	54	53	52	51
50	49	48	47	46	45	44	43	42	41
40	39	38	37	36	35	34	33	32	31
30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1

SCORING TRACK

2-Player Version. The 2-player version is similar to the 4-player game except each player plays two colors. The 2-player version is similar to the 4-player game except each player plays two colors. The 2-player version is similar to the 4-player game except each player plays two colors.

Game End and Winning. The first player to reach 100 points wins the game. The first player to reach 100 points wins the game. The first player to reach 100 points wins the game.

Figure 3. A diagram showing a 4x4 grid of dominoes with various pip patterns and colors (red, green, blue, black).

Example: A player has a coin warehoused at a shipping hub and he moves his official onto the null tile of the hub (shown in figure 3 to the right). The most important thing to note is that the player's score is increased by 8 (shown in figure 3 to the right). The most important thing to note is that the player's score is increased by 8 (shown in figure 3 to the right).

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