

CONTAINER

Containers for Setup

Players	each color
3	12
4	16
5	20

Each Player Receives

- 1 Warehouse
- 1 Unique Machine
- \$20
- 1 Secret Value of Containers card
- 1 Container in their machine color is placed in the Factory Store at \$2

Pre-turn Actions

Pay Interest	Pay \$1 to bank for each loan.
Domestic Sale (optional)	Take one container from Factory Store for \$2 or take one container from Harbor Store for \$2 if Factory Store is empty.

Turn Actions (choose 2)

Buy a Factory or Warehouse	<ul style="list-style-type: none"> • Pay bank amount listed for Factory or Warehouse. • Not permitted to own 2 machines of same color. • Warehouse controls Harbor Capacity (1 per Warehouse). • Factory controls Factory Storage (2 per Factory).
Buy Merchandise for Harbor Store	<ul style="list-style-type: none"> • Buy containers from another player's Factory Store. • Place purchased containers in own Harbor Store. • Harbor Storage = 1 Container for each Warehouse. • Player may never refuse to sell. • No limit to number or kinds of Containers purchased. • One action per player purchased from. • You may reorganize Containers during this action. • You may not purchase from your own store.

Produce Merchandise (once only)	<ul style="list-style-type: none"> • Produce 1 Container for each Factory. • Pay \$1 fee to player on your right for taking this action. • Place produced Container in any Factory Store space. • No limit to the number of Containers or colors; based upon storage capacity limits. • Factory Storage = 2 per Factory. • You can only produce Containers if they are available from supply. • You may reorganize Containers during this action.
Move the Ship	<ul style="list-style-type: none"> • Move ship to open sea. <ol style="list-style-type: none"> 1. Nothing else happens. • Move ship from open sea to another player's harbor. <ol style="list-style-type: none"> 1. Buy Containers from Harbor Stores. 2. Player may not refuse sale. 3. Ship can carry a maximum of 5 Containers. 4. Player may never place his own ship in his own harbor. • Move ship from open sea to Island. <ol style="list-style-type: none"> 1. Each other player places secret bid in hand. 2. All bids revealed simultaneously. 3. Seller either accepts or rejects highest offered bid. <p>Accepted bid: Seller collects offered amount from bidder <i>and</i> the bank pays an equal amount to the seller. Paying player puts all Containers onto his region of Island.</p> <p>Rejects all bids: Seller pays highest bid to the bank and places Containers into his own region of Island.</p>

End Game

The game ends when any two of the five Container colors are no longer available. Player who triggers this finishes their turn and then game ends.

Final Scoring

Each player must discard all Containers of the color in which they have the most. If there is a tie involving the two-valued Containers, then the two-valued Containers are removed.

Each player receives money from bank according to their Value of Containers card.

Each player also receives for each Container left in:

- Factory Store = \$0
- Harbor Store = \$2
- Ship = \$3
- Loan = -\$11 (pay back) per loan