

Cruise Line: Caribbean!

The Cruise Line Game

Things are looking up in the cruise business! Industry predictions indicate a steady rise in demand for Caribbean Cruises over the next few years! In Cruise Line: Caribbean!, players take the part of the founder/president of a cruise line, planning and executing cruises to the Caribbean, competing for customers in the cut-throat world of cruising. Cruise Line can be played by 2-4 players.

Objective

The goal of the game is to have the most net worth at the end of the game, including cash, properties and the value of stock owned. The game lasts for 5 years, with 4 seasons in each year. (Players desiring a shorter game can opt to play for 3 or 4 years, as decided by the players at the start of the game.) An Introductory version of the game is described first, followed by an explanation of the standard game, which includes the stock market component.

Components

The game includes the following components (some components are only used in the standard game):

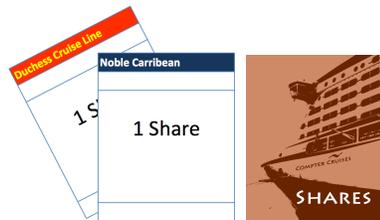
1 Map Board

See Setup section.

4 Player Boards

See Player Board section.

28 Stock Certificate cards



72 Passenger Demand cards

Destination	NY	Va	Fl
Puerto Rico:			1
Jamaica:			1
Bermuda:			1
Cayman Islands:		1	
Bahamas:			
Virgin Islands:	1		
St. Lucia:	1		
Barbados:		1	

Illustration of a 'PASSENGER DEMAND DECK #3' showing a cruise ship.

25 Action/Attack cards



15 Track Markers



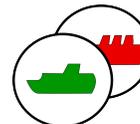
12 Passenger Fare Markers (2x3, 4x4, 4x5, 2x6)



30 Event cards



8 Ship tokens



120 Passenger (Demand) tokens



In 8 colors, 1 for each destination.

20 Resort Tokens



1 10-sided die (d10)

Setup Map

Game Setup for 3-player game:
Set Turn Order

Market Area
← Stocks that are sold will be placed here.

Passenger Demand Token Supply

TURN ORDER YEAR: SEASON

NEW YORK
NORFOLK VA
MIAMI
BAHAMAS
CAYMAN ISLANDS
JAMAICA
PUERTO RICO
VIRGIN ISLANDS
ST. LUCIA
BARBADOS

Set starting prices of stock to \$9

STOCK PRICES:

CRUISE LINE CARIBBEAN!

1. Set the Map in the middle of the table.
2. Set the Passenger Demand tokens in piles in a convenient spot near the board. The Passenger Demand tokens are color coded according to the destination they wish to visit.
3. Shuffle the Action Cards and place them near the board.
4. Shuffle the Event cards and place them near the board.
5. Place purple track markers on the Year and Season tracks, beginning with Year 1, Winter.

Passenger Demand Cards

The Passenger Demand cards for the game are divided into 7 decks. Depending on the length of the game chosen by the players and the number of players, a different set of demand decks will be used, as summarized in the tables below. The numbers inside the table are the number of cards to use from that deck for that number of years.

Two-Player Setup

Years to Play	Deck		
	1	2	3
3	6	6	6
4	8	8	8
5	10	10	10

Three-Player Setup

Years to Play	Deck			
	2	3	4	5
3	5	4	5	4
4	6	6	6	6
5	8	7	8	7

Four-Player Setup

Years to Play	Deck				
	3	4	5	6	7
3	3	3	4	4	4
4	5	5	5	5	5
5	6	6	6	6	6

Example:

For a 3 player game of 4 years, make 4 piles with 6 cards each from decks 2 through 5.

Follow these steps to set up the demand deck:

1. Separate the Passenger Demand cards into their seven piles.
2. Shuffle each of the Passenger Demand decks separately.
3. According to the tables above, deal the number of cards from the Passenger Demand decks pertinent to the game into separate piles. Set the remaining Passenger Demand cards aside.
4. Stack the demand decks into a single deck, **with the lowest numbered deck on top**. The demand deck is now ready. Place it near the Events deck.

Players

For the first winter season, the player who has most recently taken a cruise is the start player, with the rest following clockwise around the table. Each player places a track marker of their color on the Turn Order track, arranged in the appropriate order.

Each player receives \$8 (Million) from the bank.

Each player takes a Player Board in their color and places it in front of them.

PLAYER BOARD

The Player Board has several sections.

In the upper left is the ship data sheet, as well as the name of the company and home port.

In the lower right is the Fuel Supply track, where the player will keep track of his fuel supply. Each player will place a track marker on the Fuel Supply track on their player board, on spot 13.

There are some notes about the Mystery Adventure markers on the map.

In the upper right there is a box summarizing the Sequence of Play.

CRUISELINE: CARIBBEAN!

COMPANY: BELGIUM AMERICA
HOME PORT: MIAMI

	PASSENGER CAPACITY	FUEL CAPACITY	TRADE-IN COST	ANNUAL VALUE	MAINTENANCE
SMALL SHIP	7	13U	\$20	\$10	\$5
MEDIUM SHIP	10	17U	\$40	\$15	\$7
LARGE SHIP	15	20U	\$50	\$18	\$10

Sequence of Play:

- Winter -
 - Pay Dividends
 - Sell then Buy Stock
 - Adjust stock price based on market demand
 - Pay for Shipbuilding
 - Pay Maintenance on ships
 - Randomize popularity tokens
- Other Seasons -
 - Buy Discounted Fuel as needed
 - Set Passenger Demand
 - Turn up Event Card
 - Determine Advertising Budget / Player order
 - Take Actions, one at a time, in player order
 - Visit (destination) Ports of Call; Collect Fares
 - Return to any departure port

FUEL SUPPLY

"Mystery/Adventure" points on map:

- 3) Engine Trouble: This ship must put into nearest port and discard 2 passengers without compensation.
- 4) Calm Seas and Fair Wind: Move to any hex without spending any fuel.
- 5) Rich Passenger fleet in to meet ship. Add one passenger token of your choice if room available.
- 6) Great Free Publicity! Your stock price goes up by \$1, or add 2 passenger tokens of your choice if room available.

Moving on the map costs 1 unit of fuel per hex moved. Each circle on the fuel track represents one unit of fuel. The price for fuel at Destination ports is \$9/unit. For Departure Ports (New York, Norfolk, Miami), use the following table to determine the cost of fuel:

Units Bought:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Small Ship	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Med. Ship	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	22
Large Ship	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30

HOME PORT

Each company has a home port (noted on the Player Boards and the Stock Certificates) at which they will begin their sailings. Place the company's small ship token in that port.

General Sequence of Play.

Each round of play represents 1 year.

Within each year, there are 4 seasons, starting with winter, which is a maintenance and build phase, followed by spring, summer and fall, the touring seasons. During the touring seasons, players will take turns picking up passengers (at departure ports), and visiting the ports of call (or destination ports) that those passengers desire to see.

Winter Season

Move turn track marker to the new year, and move the season marker to Winter.

The following steps are taken in turn order by all players during the winter season:

Pay for Shipbuilding

Players with sufficient funds can upgrade their ships to larger ships by selling their ships for the trade-in value of the smaller ship and buying the new one for the price of the larger ship. **The ship must be in the company's home port in order to build/upgrade.**

Pay Maintenance on ships

Those ships cost money to maintain! Each player must pay the maintenance cost shown on their player board. If they bought/upgraded a ship this year, they do not need to pay the maintenance on it.

Build Resorts

Cruise companies can build private resorts on the islands. A resort costs \$10 to build. See **Resorts** section below for details.

Randomize popularity.

Ports of call go in and out of style, and so the game uses Passenger Fare tokens to indicate the relative seasonal value of the various ports of call.

Shuffle the Passenger Fare tokens and place 1 face down on each port of call. There will be 4 left over. They will be this year's "Mystery Adventure" tokens. There are 19 hexes on the board that are numbered. For each of the extra 4 tokens, roll the d10 twice and add the numbers together to determine the tokens' locations. Reroll duplicate totals.

As the years go by, players can, and probably will, upgrade to larger ships.

For Each Cruising Season; Spring, Summer and Fall

Move the season track marker to the appropriate season.

Buy Fuel

Each player can "tank up" their ships, paying the costs shown on the Player Boards. See "Movement and Fuel" section below.

Set Passenger Demand

Turn over 2 Passenger Demand cards. Place Passenger tokens on the map near the departure cities as indicated on the cards. The color coding can be used to

6	Deck 1			4
Destination	NY	Va	Fl	
Puerto Rico:		1		
Jamaica:			1	
Bermuda:				
Cayman Islands:			1	
Bahamas:				
Virgin Islands:	2			
St. Lucia:	1			
Barbados:				

simplify the distribution. For example, the card shown here indicates that NY gets 2 orange and 1 green token, VA gets 1 red token, and FL gets 1 black and 1 blue token.

Events

After distributing the passenger demand tokens, turn over 1 event card and follow the instructions found on the card. Some will be resolved immediately, and some (storms, for instance) will remain in play for the entire season.

Place the event card in a discard pile, except for the ones that remain in play. The storm/pirate markers can be used to indicate ports of call that are affected by the seasonal events.

Determine Advertising Budget.

Players secretly determine how much they will spend on advertising, and hold that amount of cash hidden in or under their hand on top of the table.

All players simultaneously reveal how much they spent that season. The person who spent the most is the new start player, the person who spent the second most is the second player, etc. Adjust the track markers on the Turn Order track to reflect the new turn order. Ties are resolved using the previous turn order. ***In any case, money spent on advertising is spent, and players must pay to the bank what they bid.***

Advertising Example:

Turn order from the previous turn is Al, Betty, Charlie and Dan. In this turn, Al spends \$3, Betty and Dan both spend \$5, and Charlie spends \$4. The new turn order will be Betty, Dan, Charlie and Al.

Take Actions

An action consists of picking up passengers, or "delivering" passengers to their desired destination. It may also consist of building a Resort, or playing an attack-type action card. In turn order, players may take 1 of those 3 actions at a time.

PICK UP PASSENGERS

Ships move to a departure port, if necessary, and pay the cost (in fuel) of movement. (Adjust the Fuel Supply track on the player board down 1 for every hex entered.) They may then pick up any number of 1 color of passenger tokens from that departure port. The movement to the departure port is considered part of the pickup action.

Players may stop at as many departure ports as they wish.

Passenger tokens left over remain for the following season, except for Fall, when they are removed.

VISIT PORTS OF CALL

Ships move to a destination port, mark the fuel spent for the movement on their fuel track, and return the passenger tokens of the appropriate color to the supply. *This does NOT imply that the passengers are being left there, only that those passengers visited that port of call.*

Players collect fares for the passengers whose tokens "visited" that destination, according to the Passenger Fare token on that destination.

The first player to visit a port of call for the year (in other words, the one who turns over the Passenger Fare token) receives \$1 bonus.

IMPORTANT NOTE! Large ships cannot visit the shallow water port in the Cayman Islands.

Cruises typically return their passengers to the same port from which they embarked, and that is true in this game as well. However, for the passenger, choosing a cruise to go on is usually determined by the port(s) of call that they would like to visit. This is tracked in this game by paying the cruise line for "delivering" passengers to their preferred ports of call.

RESORTS

Resorts that are built by the cruise companies will add extra revenue. **Resorts cost \$20**, and can be purchased (built) at any time on a player's turn as an action. If a company owns a resort on any island, they will receive **\$1** from the bank for **each** passenger that anyone delivers to that island. Only one Resort may be built on any one island.

Max number of Resorts per player	
# Players	Max # of Resorts
2	5
3	4
4	3

ACTION CARDS

Action cards can be used by players to help themselves or to hinder their competitors.

Each card has a blue "helpful" section and a red "attack" section. Some of the blue cards can be used as a 'reaction' to negate the effects of the red attack cards.

A card can only be played for one of the two effects, and then it is discarded.

Cards played for their blue effect can be played at any time, whether on the owners' turn or not. They do not count as an action. Cards played for their red effect **are** the player's action for the turn.

Players may only play one action card per turn. If a player plays a blue card as a reaction on another player's turn, they may still play a card on their own turn as well.

Once a player has returned to port for the season, they may not play action cards for the rest of the season.

Return to port

When done visiting ports of call, the ship returns to one of the departure ports, expending fuel as usual.

For every passenger that doesn't get to visit their preferred destination, the company pays a \$4 fine.

DRAW ACTION CARDS

The first player that returns their ship to port and declares they are done touring for the season will draw 2 Action cards from the deck. The second player to return will draw one card. The third and fourth to return will get none.

Fall Season:

Exactly as in the Spring Season, with one exception:

Passengers not picked up at the departure ports are cleared from the board at the end of the Fall season.

Optional Rule: (especially appropriate for 3 year game)

Undelivered passengers are left in place from year to year.

*Although there is no **requirement** for ships to return to their home port at the end of the Fall season, they can only upgrade their ships in their home port, so if players want to upgrade, they must return to their home port at the end of the Fall.*

Movement & Fuel

The player board has a Fuel Supply track, representing how much fuel the ship has on board.

Movement in the game is controlled by hexes. Ships must spend 1 unit of fuel per hex entered. After each movement, adjust the fuel marker downward on the Fuel Supply track on the player board to account for the fuel consumed.

Purchasing Fuel

The price for fuel at any destination port in the game is **\$3/unit**.

In the departure ports, fuel is cheaper. There is a table on the player board below

There may be cards in the game that adjust the consumption of fuel.

the Fuel Supply track, showing how much fuel costs for each size ship, depending on how many units are bought at any given time. Those prices are in effect at any time in any departure port.

Filling up with fuel is **not** an action.

Mystery/Adventure tokens

When a ship encounters a "Mystery/Adventure" token, they end their movement, and turn the token over. It will reveal a number. There is a chart on the player board indicating the action to be taken for each number. Take the action immediately.

End of Game.

After the Fall season of the last year of the game, players add up the value of their companies. This includes:

- Cash on hand
- Five dollars for each Resort
- Trade-in value of ships

The player with the most combined value is the winner!

Standard Game

In the standard game, players will take an active role in the financial foundation of their companies by issuing stock at the beginning of the game, and buying and selling stock throughout the game. Include the following rules when playing the standard game.

Setup

Each player receives the set of Stock Certificates for their company. There are 7 certificates for each company, 1 is worth 3 shares, 1 is worth 2 shares, and the other 5 are worth 1 share each.

Each player places a track marker of their color on the \$9 space on the Stock Price track on the map board.

Sequence of Play

FIRST WINTER SEASON

ESTABLISHMENT OF COMPANIES

Companies are established in the first season of the first year of the game. Each player picks a company to run. Each company has 10 shares of stock (or 10 million shares in 100,000 share increments, if you prefer) which can be sold to raise capital.

The starting price of all stock is **\$9**. Each company will make an "**Initial Public Offering**" (**IPO**), and sell 3-10 shares of stock to the bank at **\$9 / share**. This capital is used to buy a ship, fuel and advertising in the first year. Each player decides how many shares his company will sell to start the game.

For each share sold, the price of the stock drops by \$1. This is immediately marked on the share price track. The price will never drop below \$1.

Note: After the IPO, a company may never own more than 7 shares of their own stock (8 shares in a 2-player game)!

PURCHASE OF INITIAL SHIPS

Now each company can buy a ship. Depending on how much money the company starts with, they might

Money

Paper money is included with the game, but if you have poker chips available, you will find that their use speeds play considerably.

In addition, it is recommended that every player be their own banker. Having one player be the banker for everyone will slow play too much. If the aforementioned poker chips are available, put a tray of them between each pair of players, so that everyone is within reach of the bank.

be able to start with a medium ship, but most will start with a small ship. Note that the ships do *not* start with fuel on board.

Ships should be placed in the company's home port at the start of the game. (Home ports for each company are marked on the stock certificates and on the player mats.)

PAY DIVIDENDS

Starting in the second winter season, companies have the **option** of paying dividends. Dividends, if they are paid out, will always be 20% of the value of the stock. Since each company has 10 shares, a company paying dividends will pay (in total) the cost of two shares to the shareholders.

If a company pays dividends, their share price will go up by \$1. If they do not, their share price will go down by \$1.

Procedure:

Pay to each player the amount shown in the Dividend Chart for the number of shares they own.

Pay to the bank the amount shown in the Dividend Chart for the number of shares that remain in the market.

Dividend Chart										
Stock Price	Shares Owned									
	1	2	3	4	5	6	7	8	9	10
\$22	\$5	\$11	\$16	\$22	\$27	\$33	\$38	\$44	\$49	\$55
\$21	\$5	\$10	\$15	\$21	\$26	\$31	\$36	\$42	\$47	\$52
\$20	\$5	\$10	\$15	\$20	\$25	\$30	\$35	\$40	\$45	\$50
\$19	\$4	\$9	\$14	\$19	\$23	\$28	\$33	\$38	\$42	\$47
\$18	\$4	\$9	\$13	\$18	\$22	\$27	\$31	\$36	\$40	\$45
\$17	\$4	\$8	\$12	\$17	\$21	\$25	\$29	\$34	\$38	\$42
\$16	\$4	\$8	\$12	\$16	\$20	\$24	\$28	\$32	\$36	\$40
\$15	\$3	\$7	\$11	\$15	\$18	\$22	\$26	\$30	\$33	\$37
\$14	\$3	\$7	\$10	\$14	\$17	\$21	\$24	\$28	\$31	\$35
\$13	\$3	\$6	\$9	\$13	\$16	\$19	\$22	\$26	\$29	\$32
\$12	\$3	\$6	\$9	\$12	\$15	\$18	\$21	\$24	\$27	\$30
\$11	\$2	\$5	\$8	\$11	\$13	\$16	\$19	\$22	\$24	\$27
\$10	\$2	\$5	\$7	\$10	\$12	\$15	\$17	\$20	\$22	\$25
\$9	\$2	\$4	\$6	\$9	\$11	\$13	\$15	\$18	\$20	\$22
\$8	\$2	\$4	\$6	\$8	\$10	\$12	\$14	\$16	\$18	\$20
\$7	\$1	\$3	\$5	\$7	\$8	\$10	\$12	\$14	\$15	\$17
\$6	\$1	\$3	\$4	\$6	\$7	\$9	\$10	\$12	\$13	\$15
\$5	\$1	\$2	\$3	\$5	\$6	\$7	\$8	\$10	\$11	\$12
\$4	\$1	\$2	\$3	\$4	\$5	\$6	\$7	\$8	\$9	\$10
\$3	\$0	\$1	\$2	\$3	\$3	\$4	\$5	\$6	\$6	\$7
\$2	\$0	\$1	\$1	\$2	\$2	\$3	\$3	\$4	\$4	\$5
\$1	\$0	\$0	\$0	\$1	\$1	\$1	\$1	\$2	\$2	\$2

BUY AND SELL STOCK

Selling and buying happens in a round robin style, beginning with the start player, proceeding in player order. Each player may buy **one share** of stock before play passes to the next player.

Sell Stock

Beginning with the start player, each player may sell any stock certificates in their possession for the current price marked on the board.

Once a player has sold stock of a particular Company, he may not buy stock in that company the remainder of the current year. Players may sell shares of different companies in any order they choose.

Stock is sold into the market at the current market value shown on the Stock Price Track. When selling more than one share of stock, the value received from the Bank is the same for all shares sold. The share price of the sold company moves down a number of rows equal to the total number of shares sold. Stock price may never go below \$1, so if a sale would make it less, then the price will be set to \$1. Players may **not** choose to sell multiple shares of a single company's stock as multiple transactions in the same winter season of a year. (In other words, a player may not sell 2 shares of a company, then let the play pass around the table, and

It's likely that players/ companies will not generally sell stock unless they need to raise cash for some reason, such as buying a different company's stock, a larger ship, or making an investment in Resorts.

On the other hand, companies are very likely to buy as much stock as they can afford, especially their own stock, up to the 7(8) shares limit.

then, when the play comes back to her, sell another 2 shares of the same company.)

Buy Stock

When they are done selling, players may buy any stock that is currently in the stock market area of the board, for the price currently on the Stock Price track. The price of the stock on the Stock Price track is then raised by \$1. If only one certificate of a given company remains on the board, and more than one player wants to buy it, an auction determines who gets it.

A player may elect to start buying stock in the round robin while others are still selling.

Restrictions:

- Once a player has begun buying stocks, they may no longer sell any in that year.
- A player may not buy stocks that he sold that year.
- A player may not own more than 7 shares of their own stock.*
** Exception: In a 2-player game, up to 8 shares may be owned by the player, and in the final year only (of a 2-player game), a player may own as much of their own stock as they can afford to buy.*

The round robin continues until no players wish to buy any more stock.

Market demand

When the buying and selling are done, if there are any companies with NO stock certificates left in the stock market area, increase their share price by \$1.

CRUISING SEASONS (CHANGES FROM INTRODUCTORY GAME)

RETURN TO PORT

When done visiting ports of call, the ship returns to one of the departure ports, expending fuel as usual. **For every passenger that a company picks up that doesn't get to visit their preferred destination, the company's stock price will drop by \$1.** (This is instead of the \$4 fine imposed in the Introductory game.)

EMERGENCY SALE OF STOCK.

There may arise an emergency situation when a company is totally out of cash, and must raise funds immediately (for instance, to buy fuel to get their ships back home). In this case, companies can sell any number of shares of stock back to the market at **half** the current market price rounded up. The stock price will go down \$1 for each share sold in this way.

Alternatively, players in need of cash can negotiate the sale of stock or other securities to other players at any price agreeable to both. In this case, the market price of the stock is not affected.

End of Game

After the Fall season of the last year of the game, players add up the value of their companies. In addition to the elements listed in the Introductory game rules above, this includes:

- Value of stock owned by the company. (Their own stock, and stock of other companies.)

The player with the most combined value is the winner!

Shortening the game

The Standard game as designed will take about 70 minutes per player. You can, however, decide to play just 3 or 4 years instead of 5 in order to shorten the game. Be sure to use the appropriate decks of demand cards.